Subject: Place cursor programatically in draw widget?
Posted by j.coenia@gmail.com on Tue, 01 Dec 2009 20:25:23 GMT

Is there any way yet to programmatically place a cursor in a draw
widget?

Something like WIDGET_CONTROL, drawID, SET_CURSOR_POSITION = [100,100]
would be great...

Thanks.

Subject: Re: Place cursor programatically in draw widget?
Posted by David Fanning on Mon, 21 Dec 2009 19:52:34 GMT

j.coenia@gmail.com wites:

> Yeah, TVCRS won't work for object graphics windows. One hack is to
> use a 1x1 WIDGET_BASE containing 1x1 WIDGET_DRAW, realized on top of
> the object graphics window offset to where you want the cursor to be,
> then TVCRS the cursor onto that tiny window before destroying it (and
> possibly re-setting focus). It works well, actually

Really!? I would have thought that solution too
ugly to even comtemplate. :-)

Cheers,

David

P.S. I might try adding that as a method to one
of my draw widget objects.

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David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")