
Subject: Re: widget_control, send_event on Windows requires mouse motion, works fine on Linux

Posted by [David Fanning](#) on Sun, 24 Oct 2010 03:54:00 GMT

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jkj writes:

> This means that the Windows user [not certain about Mac yet] would be
> required to "wave the mouse around" the entire time that processing is
> taking place.

Ah, the joys of creating commercial software with IDL! :-)

I don't know of a way to "nudge the mouse", but I might try resizing the TLB by a pixel or so. Does that cause the events to become unstuck? Is it something Windows needs to do, or the mouse specifically?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: widget_control, send_event on Windows requires mouse motion, works fine on Linux

Posted by [jkj](#) on Sun, 24 Oct 2010 23:42:59 GMT

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On Oct 23, 10:54 pm, David Fanning <n...@dfanning.com> wrote:

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Thanks for the reply, David. I did resize but was not specifically resizing the TLB, simply the label widget; I did toggle "map", which set the whole GUI flashing on/off but even then the program went inactive after the nominal ten iterations. This is actually not "commercial software" because it is used in non-profit scientific research, public funds, public results, etc. but the users we wish to share the software with, of course, use Mac and Windows - oh well. I will play a bit more with creating resizing, etc. this evening when I in front of a Windows computer, which I typically try to keep many miles from me!

I recall trying "show" but in re-reading the documentation it sounds like a better choice. If I resolve this then I will post the "solution", no matter how shameless it may be...

-Kevin
