
Subject: right clicking in an IDL plot with a Mac
Posted by [Barbara](#) on Thu, 07 Apr 2011 19:21:58 GMT
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I am working on plotting a continuum on a spectrum using norm.pro.
The program calls for right clicking to show you are done clicking
points on your continuum. However, I am using a Mac and while the
normal way to right click with a Mac is to hold down control while you
click, that doesn't work on the IDL plot.

When I googled this issue, (literally right clicking for a mac in IDL)
the only somewhat helpful hint was to use
defaults write com.apple.x11 wm_click_through -bool true

However, their explanation is lost on me... if anyone knows how to fix
this issue and can make it blonde-simple (that's right, I'm blaming my
hair here) I'd appreciate it!

Subject: Re: right clicking in an IDL plot with a Mac
Posted by [Kenneth P. Bowman](#) on Thu, 07 Apr 2011 22:10:42 GMT
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In article
<18e2f247-14f4-482c-bdc0-c028bd8e52dd@1g2000yqq.googlegroups.com>,
Barbara <medvar@susqu.edu> wrote:

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> points on your continuum. However, I am using a Mac and while the
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Any Mac purchased in the last few years comes with a two-button mouse,
or you can buy any two-button USB mouse and it will work with a Mac.
Most can be programmed to send the appropriate click info, if necessary.

I like the Kensington PilotMouse Laser Wireless Pro. Comfortable,
works well, and fits my hand. It has a USB dongle, but I
find that works better than Bluetooth.

Ken Bowman

Subject: Re: right clicking in an IDL plot with a Mac
Posted by [Robin Wilson](#) on Thu, 07 Apr 2011 22:42:29 GMT
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On 07/04/2011 20:21, Barbara wrote:

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> However, their explanation is lost on me... if anyone knows how to fix
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> hair here) I'd appreciate it!

I don't know if it'll fix the problem, but the way to do what the google search suggested is to open the Terminal app on your mac and then type in the 'defaults write.....' line and press enter. This basically updates some of the settings inside OS X, and may (possibly...) fix your problem.

Cheers,

Robin

Subject: Re: right clicking in an IDL plot with a Mac
Posted by [Matt Haffner](#) on Fri, 08 Apr 2011 03:25:08 GMT
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On Apr 7, 2:21 pm, Barbara <med...@susqu.edu> wrote:

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> hair here) I'd appreciate it!

Some of the details below may depend a bit on the version of IDL and OS X you are using. Hopefully this is general enough--if not let us know some version numbers.

On a Mac, the traditional IDL graphics window is displayed in a separate application called X11 or XQuartz (the name of the newest incarnation). You should see this application pop up on your dock whenever you launch IDL or send your first graphics command. Click on its icon in the dock to bring it to the foreground (the app name in the menubar should change to X11).

Now choose its Preferences... menu item in the standard place under the "X11" application menu. One of the pref tabs should be "Input" and on that pane, there should be an option to "Emulate three button mouse". After you check this, you can use option-click for a middle click and command-click for a right click. Also make sure on the "Windows" tab that the "Click through Inactive Windows" is set. These changes should be saved, so you don't need to do this every time X11 is launched by IDL.

Note that if you have a real 2 or 3 button mouse, you won't normally need to check that first option for a physical right click on the mouse. The mouse should just work. However, you may need to change that "click through" setting for IDL graphics windows to "see" *any* of your clicks (left or right). The "defaults write..." command you found is identical to checking this second preference and is something you would paste into a Terminal command line, as Robin mentioned. Old versions of X11 on OS X didn't have this preference in the GUI panel.

If you're going to be using IDL a lot, I strongly recommend installing the latest version of XQuartz (<http://xquartz.macosforge.org/>), which continues to fix bugs beyond the version that Apple supplies with the OS. There are separate downloads for 10.5 and 10.6, so make sure you grab the correct one to start. It will inform you of updates through the application after that.

mh

Subject: Re: right clicking in an IDL plot with a Mac
Posted by [David Fanning](#) on Fri, 08 Apr 2011 15:22:47 GMT
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Volker writes:

- > if you need it, I still have my HASP key that came with IDL 3.0. It
- > should still work, though I do not have a printer port anymore. Have

> fun writing the history book. I will read it.

To tell you the truth, I *might* need it! I've been asked to teach a three-week IDL class in Ethiopia in support of an on-going water resources project. Most of these students are poor and can't readily afford an IDL license. I was just thinking the other day about old IDL licenses I had around here and wondering if it would be appropriate to make them available to these graduate students. I plan to ask the folks at ITTVIS about it when I see them next week.

This is a USAID pilot project that we hope eventually to take to other parts of the developing world.

I, too, have a box full of dongles. I use them to test the Coyote Graphics System. ;-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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