Subject: Cursor-position/mouse-pointer offset problem on IDL+Windows7
Posted by kagoldberg on Tue, 07 Jan 2014 19:51:51 GMT
View Forum Message <> Reply to Message

I'm wondering if anyone has seen/solved this issue with Windows7.

With a widget_draw, object-graphics window on a Windows7 machine, the position of the system's mouse pointer is offset significantly (over 100 pixels) from the position that IDL thinks the cursor is at, based on event.x and event.y? This is with 1:1 scaling, in the model. The problem only comes up on one of my Windows7 installs, running IDL as a virtual machine. It has not been seen on Mac OS X or other Windows7 installs.

To diagnose the problem, I read the cursor XY position and place a small star symbol position reported in (event.x, event.y). According to my colleague using the VM, it was working fine before the holiday break, and now (with no changes to my IDL code) they are seeing this offset. The offset persists after a machine reboot.

I'm wondering if it could be related to their small screen size. My widget is slightly larger horizontally than the pixel width of their monitor, so they shift the IDL window back and forth, left to right.

For what it's worth, on the troubled system, when they interact with other widget objects, like buttons and lists, the system cursor accurately corresponds to the correct position. The problem is only within a WIDGET_DRAW graphic.

Any help is appreciated.

Subject: Re: Cursor-position/mouse-pointer offset problem on IDL+Windows7
Posted by David Fanning on Wed, 08 Jan 2014 04:28:18 GMT
View Forum Message <> Reply to Message

kagoldberg@lbl.gov writes:

> I'm wondering if anyone has seen/solved this issue with Windows7.
>
> With a widget_draw, object-graphics window on a Windows7 machine, the position of the
system's mouse pointer is offset significantly (over 100 pixels) from the position that IDL thinks the
cursor is at, based on event.x and event.y? This is with 1:1 scaling, in the model. The problem
only comes up on one of my Windows7 installs, running IDL as a virtual machine. It has not been
seen on Mac OS X or other Windows7 installs.
>
> To diagnose the problem, I read the cursor XY position and place a small star symbol position
reported in (event.x, event.y). According to my colleague using the VM, it was working fine before
the holiday break, and now (with no changes to my IDL code) they are seeing this offset. The
offset persists after a machine reboot.
>
> I'm wondering if it could be related to their small screen size. My widget is slightly larger

horizontally than the pixel width of their monitor, so they shift the IDL window back and forth, left to right.
>
> For what it's worth, on the troubled system, when they interact with other widget objects, like buttons and lists, the system cursor accurately corresponds to the correct position. The problem is only within a WIDGET_DRAW graphic.
>
> Any help is appreciated.

It sounds to me like you have a scrollable draw widget for some reason.
I believe (not tested) that event.x and event.y will apply to the entire
drawable area, and not just to the area exposed by the viewport. But, if
you were looking at the viewport it would appear as if you were getting
large offsets.

Don't know for sure. I'd have to see it, I guess.

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")