Subject: Re: Generating events while a button is pressed
Posted by rivers on Mon, 13 May 1996 07:00:00 GMT
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In article <31973A26.167E@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:
> I hope someone out there can give me a hand with this one.
>
> I want to have a widget_button that generates events while the button
> remains pressed (sorta like the action of DRAG on a widget_slider) so
> that I can scroll through a stack of data, say.

I can think of one way to do it:

1) Detect button press event, program enters "scroll mode"
2) Set a timer widget for a fraction of a second. On every timer widget
   event do your "scroll" action, and set the timer widget again.
3) On button release event, cancel timer event and exit "scroll mode".

_____

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CARS	(312) 702-9951 (secretary)
Univ. of Chicago	(312) 702-5454 (FAX)
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Subject: Re: Generating events while a button is pressed
Posted by rivers on Tue, 14 May 1996 07:00:00 GMT
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In article <DrCKAz.B65@midway.uchicago.edu>, rivers@cars3.uchicago.edu (Mark Rivers) writes:
> In article <31973A26.167E@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:
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>   event do your "scroll" action, and set the timer widget again.
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My response above was incorrect, because normal buttons can only generate
button press events, not release events. Exclusive or non-exclusive buttons

can generate both press and release, but the "release" requires a second mouse click, so this is not what Phil wanted.

I did manage to achieve what Phil wants to do using small draw widgets, rather than button widgets. Draw widgets can detect both press and release events.

_____

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Subject: Re: Generating events while a button is pressed
Posted by David Foster on Wed, 15 May 1996 07:00:00 GMT
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Phil Williams <williams@irc.chmcc.org> wrote:
>
> I hope someone out there can give me a hand with this one.
>
> I want to have a widget_button that generates events while the button
> remains pressed (sorta like the action of DRAG on a widget_slider) so
> that I can scroll through a stack of data, say.
>

I wrote a program to allow the user to display a series of
images in a window, one at a time, and scroll through them forward
and back. It's meant for MR medical images, so send me an email
if you'd like a copy ... it's written for a UNIX system, but it'd
be pretty easy to modify.

Basically what I did was to use little draw widgets as the "scroll
buttons". I put text in the draws to identify them. When you do

draw widgets to identify the events) you can use

```
 cursor, x, y, /nowait, /device
 if ( x eq -1 or !err eq 0 ) then begin
  print, 'Button released'
  return, 0
 endif
```

This also lets you use all three mouse buttons, if you want to have
multiple scroll modes (by one, by page, etc).

Hope this helps.

Dave Foster
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