## Subject: Re: idl draw widgets
Posted by David Foster on Thu, 06 Jun 1996 07:00:00 GMT

Brian J Soher <soher@itsa.ucsf.edu> wrote:

>
> Is there a way to make idl draw widgets generate an event when
> the mouse is in the draw widget canvas, and a keyboard button
> is pressed?  EG. to make a box be drawn at the mouse location
> by hitting the 'b' key while the mouse provides the (x,y)
> location?


I'm not sure quite what you're after, but unless you already need all
the buttons on the mouse for other features, I'd just use one of the
buttons to provide this functionality. Use the /BUTTON_EVENTS keyword
in WIDGET_DRAW(). Then, in your event handler, you can use the EVENTS
structure  for the X,Y coordinates, to tell you which button was pressed,
etc. (see the online help for WIDGET_DRAW() ).

You could also set /MOTION_EVENTS to enable motion events for the
draw widget, and for each event that is processed, in your event
handler say:

 k = get_kbrd(0)

and then draw a box if ( k eq 'B' or k eq 'b' ). But if you don't
need the buttons for other things it makes more sense to use them.

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