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Subject: Draw Widgets

Posted by [Matthias Arnold](#) on Tue, 11 Jun 1996 07:00:00 GMT

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Is there a way to change the X\_SCROLL\_SIZE option  
of a DRAW Widget that already exists?

I need this to interactively change the resolution of  
the viewport to my scrollable plots.

WIDGET\_CONTROL does not offer such a possibility, I guess.

Thanks for your help!

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Subject: Re: Draw Widgets

Posted by [Benjamin Hornberger](#) on Mon, 22 Nov 2004 18:26:37 GMT

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Pravesh wrote:

> Hi all:

> I am building an interface to use some of the routines i wrote.

>

> The aim is to allow the user to click on the draw

> widget to select a specific pixel and then grow a

> region based on intensity of that pixel. How do we get

> the interface to supply the pixel co-ordinates to the program? it

> seems tricky to achieve it.. i am using david's info structure...

Maybe this is what you are looking for: Set the /button\_events keyword  
when creating the draw widget (or set the /draw\_button\_events to  
widget\_control later). Then the draw widget will create events when you  
click your mouse into it. The pixel coordinates are available via  
event.x and event.y. If you want to distinguish between left and right  
mouse button, press and release, etc., read "Widget Events Returned by  
Draw Widgets" in the online help for "widget\_draw".

