
Subject: Re: Another widget_button question
Posted by [David Foster](#) on Thu, 29 Aug 1996 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Volker Groll wrote:

>
> Hi there,
>
> can anybody tell me, how i can check which button is
> pressed on a widget_text or widget_button widget?
> I want to do different things in relation to the
> different mouse buttons.
>
> I'm using IDL Version 4.0 (OSF alpha).
>
> ciao
> volker
>
> --
> Volker Groll
> LMU M"unchen, Institut f"ur Medizinische Optik,
> (Theoretische Biophysik), Theresienstr. 37, 80333 M"unchen
> Raum 204, Tel.: 089 / 23 94 - 41 07
> e-mail: Volker.Groll@physik.uni-muenchen.de

WIDGET_TEXT and WIDGET_BUTTON widgets only return events when the SELECT button is pressed; you can't use the different buttons for different functions. What I would suggest, if you really need this functionality, is to create a "button" that is really a small WIDGET_DRAW widget with the label drawn in (maybe using DISP_TXT.PRO or XYOUTS.PRO). Then when you use one of the buttons within this draw widget, you can determine which button was pressed, and whether it was pressed or released. See the on-line documentation for WIDGET_DRAW.

Hope this helps.

--

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu   Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2200  
                    La Jolla, CA 92037  
                    [ UCSD Mail Code 0949 ]  
~~~~~