
Subject: Re: Activating window using cursor
Posted by [davidf](#) on Sun, 20 Oct 1996 07:00:00 GMT
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Bringfried Stecklum <stecklum@tls-tautenburg.de> writes:

> I didn't find a solution for the following problem in the manuals.
> So, here's the question. I want to make a random choice of images
> being displayed in individual windows. How can I pass the window
> ID to IDL just by moving the cursor onto the window (and perhaps
> clicking there)? Usually, the cursor works only on the activated
> window.

> Any solution without widgets?

No. There is no way to get the kind of information you need from a regular IDL window. There are several possible solutions with draw widget windows. In fact, you could probably figure out a way to use draw widgets in your regular IDL program and achieve what you want. I would experiment with widget tracking events and using WIDGET_EVENT from your non-widget IDL program to find out what window the cursor is located in. You could do this, for example, from a normal IDL loop.

Yours,

David

--

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Subject: Re: Activating window using cursor
Posted by [paul](#) on Mon, 21 Oct 1996 07:00:00 GMT
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In article <3266495F.250F537C@tls-tautenburg.de> Bringfried Stecklum <stecklum@tls-tautenburg.de> writes:

Hi,

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This works for me:

```
pro wselect
;+
; ROUTINE:  wselect
;
; PURPOSE:  wset to window selected by a mouse click
;
; USAGE:    wselect
;
; INPUT:    none
;
; OUTPUT:   none
;
; SIDE EFFECTS:
;           changes current window (changes value of !d.window)
;
; author: Paul Ricchiazzi          11jan94
;         Institute for Computational Earth System Science
;         University of California, Santa Barbara
;-
;
device,window_state=ws
nw=n_elements(ws)
chosen=-1
repeat begin
  for i=0,nw-1 do begin
    if ws(i) eq 1 then begin
      wset,i
      cursor,xdum,ydum,/device,/nowait
      if !err ne 0 then chosen=i
    endif
  endfor
endrep until chosen ne -1
wset,chosen
cursor,xdum,ydum,/device,/up
end
--
```

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