
Subject: processing mouse dbl-clicks in IDL?

Posted by [Paul van Delst](#) on Fri, 18 Apr 1997 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I was wondering if anyone had code or hints on how to process *double* clicks on a mouse button within an IDL event handler? How would you wait to check for the same event (a particular mouse button click) to reoccur within a (user/default) specified time interval?

I looked in the IDL FAQ and various links off of it but didn't find anything.

Any help/hints appreciated.

Paul van Delst

Subject: Re: processing mouse dbl-clicks in IDL?

Posted by [davidf](#) on Fri, 18 Apr 1997 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Paul van Delst <paulv@airs2.ssec.wisc.edu> writes:

> I was wondering if anyone had code or hints on how to process *double*
> clicks on a mouse button within an IDL event handler? How would you wait
> to check for the same event (a particular mouse button click) to reoccur
> within a (user/default) specified time interval?
>
> I looked in the IDL FAQ and various links off of it but didn't find
> anything.

Well, here is a piece of code that can reliably detect a double click on a BUTTON widget, at least on my Mac and Windows NT machines. I wrote this off the top of my head. I haven't tried to put this into a real piece of code, so I don't know if it will be generally useful. (My personal feeling is that I would test any code with this kind of button strategy VERY carefully before I showed it to anyone important!)

Here is how it works. The first button click sets a "first" flag and sends a TIMER event to the button. If a SECOND button click event gets to the event handler BEFORE the TIMER event does, then this is a DOUBLE CLICK event! A timer delay of 0.1 second works perfectly on my Mac. I need a delay of 0.2 seconds on my (much faster) Windows NT machine.

Let me know how this works in a real piece of code. :-)

Cheers!

David

```
*****
```

```
PRO MOUSE_EVENT, event
WIDGET_CONTROL, event.top, /DESTROY
END
```

```
PRO DOUBLE_MOUSE_CLICK, event
WIDGET_CONTROL, event.top, GET_UVALUE=info, /NO_COPY
thisEvent = TAG_NAMES(event, /Structure)
```

```
; Double click event.
```

```
IF (thisEvent EQ 'WIDGET_BUTTON') AND (info.first EQ 1) THEN BEGIN
  Print, 'Hooray, DOUBLE click!'
  info.first = 0
  WIDGET_CONTROL, event.top, SET_UVALUE=info, /NO_COPY
  RETURN
ENDIF
```

```
; Initial click event.
```

```
IF (thisEvent EQ 'WIDGET_BUTTON') AND (info.first EQ 0) THEN BEGIN
  info.first = 1
  WIDGET_CONTROL, event.id, Timer=info.delay
ENDIF
```

```
; Single click event.
```

```
IF (thisEvent EQ 'WIDGET_TIMER') AND (info.first EQ 1) THEN BEGIN
  Print, 'No, that was a SINGLE click!'
  info.first = 0
ENDIF
```

```
WIDGET_CONTROL, event.top, SET_UVALUE=info, /NO_COPY
END
```

```
PRO MOUSE, delay
IF N_PARAMS() EQ 0 THEN delay = 0.1
info = {first:0, delay:delay}
tlb = WIDGET_BASE(COLUMN=1)
button = WIDGET_BUTTON(tlb, Value='Double Click Me...', $
```

```
EVENT_PRO='DOUBLE_MOUSE_CLICK')
quit = WIDGET_BUTTON(tlb, Value='Quit')
WIDGET_CONTROL, tlb, /REALIZE, SET_UVALUE=info, /NO_COPY
XMANAGER, 'mouse', tlb
END
```

David Fanning, Ph.D.
Fanning Software Consulting
2642 Bradbury Court, Fort Collins, CO 80521
Phone: 970-221-0438 Fax: 970-221-4762
E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com>

Subject: Re: processing mouse dbl-clicks in IDL?
Posted by [David Foster](#) on Mon, 21 Apr 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Paul van Delst wrote:

>
> Hello,
>
> I was wondering if anyone had code or hints on how to process *double*
> clicks on a mouse button within an IDL event handler? How would you wait
> to check for the same event (a particular mouse button click) to reoccur
> within a (user/default) specified time interval?

It would really depend upon what kind of widget you wanted to process the double-clicks for. To me the most useful applications of this would be with draw and list widgets. For list widgets, note that the event returned contains a field called CLICKS (1 or 2) that specifies whether the event was generated by one or two clicks. For draw widgets, you can probably modify David Fanning's advice for button widgets.

Dave

--

~~~~~  
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 ]

~~~~~

Subject: Re: processing mouse dbl-clicks in IDL?
Posted by [J.D. Smith](#) on Mon, 21 Apr 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

- > Well, here is a piece of code that can reliably detect a double
- > click on a BUTTON widget, at least on my Mac and Windows NT machines.
- > I wrote this off the top of my head. I haven't tried to put this
- > into a real piece of code, so I don't know if it will be generally
- > useful. (My personal feeling is that I would test any code with
- > this kind of button strategy VERY carefully before I showed it to
- > anyone important!)
- >
- > Here is how it works. The first button click sets a "first" flag
- > and sends a TIMER event to the button. If a SECOND button click event
- > gets to the event handler BEFORE the TIMER event does, then this
- > is a DOUBLE CLICK event! A timer delay of 0.1 second works
- > perfectly on my Mac. I need a delay of 0.2 seconds on
- > my (much faster) Windows NT machine.
- >
- > Let me know how this works in a real piece of code. :-)

I'd like also to point out that widget_list returns double clicks in its events... so if you only need to detect double clicks on a list of text items, there's no work to do. Also, it's machine/OS independent.

JD
