
Subject: Re: WIDGET_DRAW and TRACKING_EVENTS
Posted by [Phil Williams](#) on Wed, 02 Jul 1997 07:00:00 GMT
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Laurent Cambresy wrote:

>
> Hi,
>
> I don't understand how to use the keyword TRACKING_EVENTS. I need
> an event when the pointer enters in a window define by a WIDGET_DRAW.
> I use BUTTON_EVENTS and MOTION_EVENTS without any problem. The same
> syntax for TRACKING_EVENTS doesn't work.
> I'm looking for an example for this keyword...
>
> Thanks in advance,
>
> Laurent Cambresy

The way I do this is the following:

```
pro testEvent, event
```

```
type = tag_names(event, /structure)  
if type eq 'WIDGET_TRACKING' then begin
```

```
    ;process the tracking event  
    if event.enter eq 1 then $  
        print, 'You just entered the Draw widget $'  
    else $  
        print, 'You just left the draw widget'
```

```
endif else begin
```

```
    ;process other events here
```

```
endelse  
end
```

```
pro widgetTest  
    base = widget_base()  
    draw = widget_draw(base, xsize=20,ysize=20,/tracking)  
    widget_control, base, /realize  
    xmanger, "test", base, event_handler = "testEvent"  
end
```

Hope this helps,
Phil

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/*****

Phil Williams, Ph.D.

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Children's Hospital Medical Center "One man gathers what

Imaging Research Center another man spills..."

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