
Subject: Mouse and keyboard events in a draw widget
Posted by [James Albert](#) on Wed, 17 Dec 1997 08:00:00 GMT
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Hi

I'm new here, and fairly new to IDL programming. I have a problem, which probably has an easy solution, but I can't find any references to the problem area in the manuals. If anyone here can help me, I would be most appreciative

Here's the bzz:

I have a draw widget that I do a bunch of image/coastline plotting in. I am currently currently working on a tool that will let the user measure a target in the image, in pixels. The tool has a vernier which should open and close (imagine a C-clamp) and the tool should rotate. I have all the code in place with one exception; no user interface to the actions. I think I have two choices;

1) an additional base with four buttons on it: open, close, rotate clockwise, rotate counter clockwise.

This should be relatively easy to implement, but it's not my first choice

2) using the cursor keys to hook the actions. Unfortunately, I can't find any information on getting keyboard events in DrawWidgets - `get_kbrd()` just doesn't work until the widget is destroyed

Any ideas?

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Subject: Re: Mouse and keyboard events in a draw widget
Posted by [David Foster](#) on Thu, 18 Dec 1997 08:00:00 GMT
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James Albert wrote:

>

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If you want to use method #2 then JD Smith's suggestion (on David's IDL Tips page) would work very well.

One thing I have done in the past, when I wanted to have "buttons" that allowed more than one action, was to create small draw widgets and use XYOUTS to place a label in them, and then basically use these draw widgets as buttons. This way, you can use the different mouse buttons to do various things; LEFT click could be "rotate clockwise", and RIGHT click could be "rotate counter-clockwise".

Of course, you can use your original draw widget for this as well, as David Fanning suggests; it all depends what you want your interface to look like. I usually like to have buttons (or "draw buttons" in this case), or *something* there that gives the user a clue what they have to do when they are looking at the interface (means fewer times I have to explain to people how the damn thing works!).

I have an example program using this technique if you're interested.

Dave

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