
Subject: Re: viewport events in widget_draw
Posted by [krieger](#) on Wed, 17 Jun 1998 07:00:00 GMT
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In article <MPG.ff0b2002d397d539897e8@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

> Karl Krieger (krieger@ipp.mpg.oz) writes:

>

>> Has anyone managed to read out viewport coordinates generated by
>> a viewport scrolling event?

>

> Try this:

>

> Widget_Control, event.id, Get_Draw_View=thisView

> Print, thisView

Thank's to all who pointed this out. RTFM, I know, but it's easy to get lost in this tome ;-)

Karl

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To reply by email, please replace .oz by .de in the address field.
Sorry for the inconvenience caused by this anti-SPAM measure.
BTW: I do not speak for my employer despite my mouth is big enough.

Subject: Re: viewport events in widget_draw
Posted by [menakkis](#) on Wed, 17 Jun 1998 07:00:00 GMT
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krieger@ipp.mpg.oz (Karl Krieger) wrote:

> Has anyone managed to read out viewport coordinates generated by
> a viewport scrolling event? I am using IDL 5.1 under WinNT4.0.
> Setting /viewport_events as keyword for widget_draw makes
> the widget generate events when the scroll slider bars are moved
> (event.type is 3), however, I found no way to get the actual
> viewport coordinates with respect to the plotting plane.
> event.x and event.y return zero.

When handling the viewport event (event.type eq 3), use
WIDGET_CONTROL,draw_widget_id,GET_DRAW_VIEW=dview. Dview will be returned as
"a 2-element integer array giving the X and Y position relative to the lower
left corner of the graphics area".

Peter Mason

-----= Posted via Deja News, The Leader in Internet Discussion =-----
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