
Subject: plotting on a draw widget

Posted by [dsheerin](#) on Thu, 22 Oct 1998 07:00:00 GMT

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Hi

I would like to be able to place my cursor over a picture in a draw widget, tap the left mouse button and a square of $n \times n$ (defined in software) white pixels drawn on the picture and all x and y coordinate values sent to an array. I have selected the `BUTTONS_EVENTS` keyword in the draw widget and used the `WSet` command to make it the current graphic window but what else?? How do I use the event structure??

BTW thanks to all who have responded to my embarrassingly simple to answer questions before.

Cheers

David
