
Subject: Some tricky prblems.....

Posted by [Philip Aldis\[1\]](#) on Mon, 18 Jan 1999 08:00:00 GMT

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Hi ,

At the moment I'm working on creating an object graphics environment which uses direct graphics. So you plot objects and you can set the properties using a Set_Property method and it remembers everything. I then have line, or Oplot, objects so you can have as many lines as you want and the plot object auto-scales. I then have a window object, a compound widget (based on a bit of code by DWF), which you add objects to and when the window object is resized etc., it calls all its draw methods of the objects, which are stored in a linked list. That part was pretty straightforward. I now also have the ability to select objects, much like you would in an object graphics environment and they can then be moved around. The most recent addition is the ability to resize the plots in a windows way. When the cursor appears on the edge of the plot, it changes to the relevant arrow and then when the cursor presses the left mouse button, they can resize the plot window which updates automatically. There's the background - now for the problems.

1. The next ability I would like to have for the compound widget is to have popup menus when you click the right mouse button. e.g. You click the right mouse button over a graph and a menu pops up which has move, properties.. things like that. The move would simply select the object and let the user move the graph, and properties would send an event to the main program to bring up a big properties window. Then when the right mouse button was clicked over no graph, a base menu would appear with things like new > plot, contour etc.

I just can't for the life think how to go about it, short of creating from base building blocks. There must be some easier way of doing this using the pull down menus or something.

Any ideas?

2. Can you change the cursor type while the user has a button pressed down. At the moment if the user goes over an edge and then presses the right mouse button, he can then move the mouse around freely and the cursor only changes when he lets go of the button. It's not the program, in the sense that my program knows he's not over an edge and tries to reset the cursor, using Device, /CURSOR_ORIGINAL.

3. Does anyone know where windows stores its cursor bitmaps, is it in dll which I could load into visual studio. At the moment I'm simply changing the cursor shape using Device, Cursor_Standard=xxxx but since this program is also going to be running under x windows, it would be far more satisfactory to use the actual bitmaps.

4. Finally when I am redrawing things, for example when the user is

moving a graph around the screen, I am having to redraw the entire screen which is causing flashing. I've been trying to think of the best way to do it using pixmaps, but it's quite tricky, because it's quite possible that two graphs might be over each other or something. One thought I did have was that when an object is selected I could draw every object except the selected one and then Device, COPY that pixmap every time the object is moved. But I'm still not sure about the best way.

Thanks in advance,
Phil Aldis

Subject: Re: Some tricky prblms.....
Posted by [jmkimber](#) on Wed, 20 Jan 1999 08:00:00 GMT
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On Mon, 18 Jan 1999 22:15:19 -0700, davidf@dfanning.com (David Fanning) wrote:

> Philip Aldis (jmkimber@dera.gov.uk) writes:
>
>> 1. The next ability I would like to have for the compound widget is to
>> have popup menus when you click the right mouse button. e.g. You click
>> the right mouse button over a graph and a menu pops up which has move,
>> properties.. things like that. [...]
>> I just can't for the life think how to go about it, short of creating
>> from base building blocks.
>
> I've fooled around with this a bit. I can make the pull-down
> menu pop up under the cursor by using a bulletin board base
> and my mapping and unmapping my menu base after I change its
> offsets to position it under my cursor. The problem is that
> it takes *another* click to get the pull-down menu to come
> down, so the user has to click twice to select an item from
> the menu. I've given up on it because I just can't make it
> work in an "unclunky" fashion. :-(
>

Well nor could I, so I've also given up and resorted instead to double click on one of the objects bringing up the properties box.

Phil Aldis
