

Semper 6 Command Reference

mouse

keys:	left	'<text>'	define the actions to be taken for the left mouse button
	centre	'<text>'	define the actions to be taken for the centre button
	right	'<text>'	define the actions to be taken for the right button
	id	<number>	position the mouse on the specified object
	position	<x>, <y>	position the mouse pointer at a specified location relative to the top left of the display
options:	query		displays the current mouse position

The **mouse** command defines the actions and/or positions of a pointing device (mouse, graphics tablet, trackerball etc.) The word *mouse* is used for convenience. For a description of how you can use the **mouse** command together with Semper 6 *Plus* elements, refer to the manuals:

User Interface Guide
Tutor User Guide

Examples

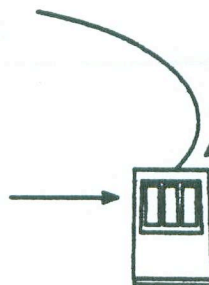
```
mouse right 'mouse query; type uix, uiy'
```

This command causes Semper 6 *Plus* to print the current position of the mouse each time you click the right hand mouse button.

Description

The **mouse** command assumes that a mouse has a maximum of three buttons, referred to by the keys **left**, **centre** and **right**. If you have a single button mouse, use the **left** key. If you have a two button mouse, use the **left** and **right** keys. The keys **left**, **centre** and **right** allow you to define the action to be taken when you press the appropriate button. You can specify any valid Semper command or sequence of commands as an action to be taken. To restore the default action, redefine the action by specifying the key and a null string (""). The following diagram shows the *default actions* for the mouse buttons when pressed:

Left: selects an element on the host display or framestore. If there are elements on both the displays at the selected position, the element on the *host screen* is selected.



Centre/Right: selects an element on the host display or framestore. If there are elements on both the displays at the selected position, the element on the *framestore* is selected.

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Use the **position** key to move the mouse pointer to the specified position on the screen. Use the **ld** key to position the cursor on an object (a panel, cell etc.). Note that when you specify the **ld** key the cursor is positioned according to the justification that you used when creating the object (see the **justification** command).

Use the **query** option to display the current cursor position. This *x,y* position is held in the variables *uix* and *uiy*. The **query** option also sets the variables *eno* (current element number) and *pno* (current panel number) to the element and panel numbers at the cursor position.

If you use the command **device active** to limit interactions to a single display, then both the left and right buttons only select elements on the specified display. Use **device active 0** to reset the default settings.

Notes

variables set: *eno* (current element number set by the **query** option and **position** key)
uix, *uiy* (cursor x, y positions set by the **query** option)
pno (current panel number set by the **query** option and **position** key)

see also: **device**, **justification**

Defaults and Ranges

keys/options	defaults	range
left	select element on host display or framestore	valid Semper command
centre	select elements on host display or framestore	valid Semper command
right	select elements on host display or framestore	valid Semper command
ld	<i>none</i>	positive integer
position	position 0,0	within bounds of the display (integers)