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Subject: Re: widgets and objects

Posted by [savoie](#) on Thu, 30 Oct 1997 08:00:00 GMT

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NOTE: what follows is valid for idl 4 (I don't have 5 yet, so I can't tell you if there's a better way to do this with pointers, I'd imagine so)

- > I am trying to figure out widgets and I don't know if what i am trying
- > to do is even possible - maybe it's just the wrong way to go about it.
- > I have an object, during the initialization of that object I have a
- > widget come up that has some checkboxes and an OK button for the use to
- > select some choices during initialization.

You want to launch a widget, and it's event handler before initialization.

- > Where i am encountering problems is when i call xmanager is still
- > continues with initialization. Do i even want to call xmanager? And
- > how do i pass back the choices that the user chose?

Sounds like you might want a /modal widget (blocking), but if you're only launching one small widget, it shouldn't matter.

Code before initialize  
code that launches widget  
code that initializes

- > There doesn't seem to be an easy way to pass variables around with
- > widget events. Is the only way to do this is by using UVALUE?

Matthew, you're very perceptive, there are no easy ways to pass variables around in widgets. There are a few tricks with UVALUE, but for what you want to do, it might be easiest to do something like this.

```
.....  
;; make the event handler for the launched widget.
```

PRO example\_event, event

```
;; get the data handle.  
widget_control, event.top, get_uval=sdh
```

```
;; get the uval from the event.id
```

```
widget_control, event.id, get_uval=uv
```

```
CASE uv OF
'b1' : BEGIN
    message_in_here = 'Button One was pressed: plan accordingly'
END
'b2' : BEGIN
    message_in_here = 'Button Two was pressed: give up. '
END
'ok' : BEGIN
    ;; leave this mess
    widget_control, event.top, /destroy
END
ELSE: message_in_here, 'something broke'
ENDCASE
```

```
;; if the widget still exists, store the data in the sdh(handle).
IF widget_info(event.top, /valid) then $
  handle_value, sdh, message_in_here, /set
ND
```

```

.....
pro example
... example on how to pass variables to widges
...
...
.....

```

```
;;code to set up widgets
tlb = widget_base(/column)
but = widget_button(tlb, value='BUTTON 1', uval='b1')
but2 = widget_button(tlb, value='BUTTON 2', uval='b2')
ok = widget_button(tlb, value='OK', uval='ok')
```

widget\_control, tlb, /realize

```
;; introduce the variable into scope here
secret_data_handle = handle_create()
```

```
;; set it to the uval of the top level base (tlb)
widget_control, tlb, set_uvalue=secret_data_handle
```

```
;; use the /Modal keyword to keep from proceeding in this routine.
xmanager, 'example', tlb, event_handler='example_event', $
/modal
```

; and here the scope is still valid here.

```
print, 'the button last pushed before exiting gave this string:'
print, what_was_there
```

```
.....
```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

I think the above example explains this pretty well.

Mattie

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