Subject: Re: Accessing other widgets.
Posted by davidf on Tue, 11 Nov 1997 08:00:00 GMT
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Darren Kelly (kelly@x4u2.desy.de) writes:

> I used the WIDED builder to construct a widget driven IDL application.
> I'm having trouble passing info around betweern widgets. For example,
> I have certain labelled fields one can edit to change the plotting
> range. You can also click on certain buttons which set predefined
> graphic ranges. These range values should then be updated in the
> labelled fields.

I hate to tell you this Darren, but you have run right into
the biggest problem with WIDED: The programs it writes are
almost impossible to use if you want to do anything beyond
simple one-event, one-action processing.

Here is a piece of advice that may seem like more work
in the short-term, but I guarantee will save you enormous
time in the long-term. Scrap this program. Start over by
writing your own widget program from scratch. Put everything
you need to run your program into an info structure that
you pass between widget modules by putting it into the
user value of the top-level base.

Your programs will work. You will understand them. (Don't
spend even 10 minutes trying to understand the programs
produced by WIDED unless your goal is to either go crazy
or write lousy widget programs.) You will be able to extend
and maintain them. You will be *much* further ahead.

If you need examples of widget programs, have a look at almost
any on my web page. In particular, I would recommend PROCESS
as a place to start.

Cheers,

David

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