
Subject: Re: Widget Hierarchy

Posted by [davidf](#) on Wed, 14 Jan 1998 08:00:00 GMT

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David Mottershead (DMottershead@mhl.nsw.gov.au) writes:

> I have a couple of questions about a program I am attempting to write.
> First of all, what I am trying to achieve is a graphical widget
> interface which will read files and plot them using object graphics.
> Then I would like another level of interface (a new base) to appear and
> be able to change the plot options and then implement them on the plot.
> The first part of this task has been achieved (ie I have been able to
> read in a file and plot the data in an object window with some default
> axes, headings etc). My problem now is that I have set up these defaults
> in the main procedure and I would like to change the values using the
> second widget. I have tried using pointers to structures created in the
> main procedure but when the lower interface is realized it doesn't
> recognise these pointers. I also have a menubase to choose the type of
> parameters I want to change. eg if I would like to change the x-axis
> properties I would like to be able to press a button and see a new
> widget appear with the x-axis properties and be able to change them and
> when this widget base is destroyed, the plot is updated. Would anyone
> have an example of this hierarchical setup with pointers?

Well, now, I am happy to say that this information about what I call "dialog" or "form" widgets *is* in my book. In fact, a whole chapter is devoted to how to write them. :-)

If you would like to see the simple examples from the book (which are designed to illustrate the technique) have a look at GetData, which is a modal or blocking dialog, and GetFile, which is a non-modal dialog. These are available from the book program file section of my web page.

If you want to see examples of the same techniques applied to more complex, real-world code see GetImage as an example of a modal dialog and XColors as an example of a non-modal dialog (study the use of the NotifyID keyword in particular). These files are available from the normal example program area on my web page.

All of these files are heavily documented and I think you will be able to understand the principles behind the technique. Let me know if you have difficulty. It would be trivial to add this capability to one of my already existing object graphics programs (e.g. XPlot). It may be a couple of days before I can get to it, however, as I've been forced to give up my pipe and ascot as the "newly published author

living the life of leisure" and go back to work for a few days. :-)

Cheers,

David

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