
Subject: Re: Communication between top-level bases.

Posted by [davidf](#) on Fri, 29 May 1998 07:00:00 GMT

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Imanol Echave (ccaeccai@sc.ehu.es) writes:

> I have a widget program with a top-level base which is the group leader of some
> other top-level bases. The events produced in the "child" top-level bases must
> be communicated to the "parent" top-level base. Do you know an "elegant" way to
> do this?

I like to define all "spawned" top-level base programs with a NOTIFY_ID keyword. This keyword accepts a vector of widgets that should be "notified" when something of importance happens. When the thing I'm looking for occurs, I use WIDGET_CONTROL to SEND_EVENT to the widget that needs to be notified. Sometimes I make this event structure up to suit myself, or sometimes it is just a normal event structure that I pass along to another event handler.

You can see an example of how this works in my XCOLORS program, a program that can "notify" a widget program that the colors in the color table have changed. That program can then, for example, redisplay an image that is required. PROCESS is a program that gets notified by XCOLORS when the color table is changed.

This is also explained more fully in the last two chapters of my book. I use the technique there to write non-modal widget dialogs without using common blocks.

Cheers,

David

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