
Subject: Re: Returning result from a widget program.
Posted by [mirko_vukovic](#) on Fri, 10 Jul 1998 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

In article <35A4BF4B.5FE452DE@sc.ehu.es>,
Imanol Echave <ccaeccai@sc.ehu.es> wrote:
> Hi people:
>
> I'm writting an IDL function that works with widgets. The user calls an
IDL
> function that shows an widget interface to input data. When the user pushes
the
> "OK" button the function has to return a result that depends on the input
data.
> My problem is where to store this result to return it. I can't use the UVALUE
of
> the widgets because when I want to return the result the widgets are
destroyed.
> Any advice?
>

(I guess it is my turn to show what I've learned about widget programming)

common block, pointer variable?

You can setup a widget cleanup routine (and frankly, I forget their syntax
now), where you can do that kind of stuff.

mirko

you

-----== Posted via Deja News, The Leader in Internet Discussion ==-----
http://www.dejanews.com/rg_mkgrp.xp Create Your Own Free Member Forum
