Subject: Re: XMANAGER: How many times to call?
Posted by davidf on Tue, 22 Sep 1998 07:00:00 GMT
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Rose (rmlongfield@my-dejanews.com) writes:

>   I have a row of images and I want to choose one of them to do some analysis.
> To make it clear which one I am analyzing, I place a label underneath with
> 'ACTIVE' when I click on the image.
>
>   My question is, I have to call XMANAGER once to control the
> widget_base. The children of this base are widget_draw (with button_events
> and an event_pro keyword) and the widget_label (also with an event_pro
> keyword set). This label event is supposed to recieve a pseudo event from
> the draw_widget event and change to 'Active'. The only way I can get this to
> work is if I include another XMANAGER statement with the event_pro program
> and the widget ID's of the label.

This sounds quite odd to me and I can't imagine what might
be happening. In general, each "widget program", rooted at
the top-level base, has a single XManager call. I've never
once had to call XManager from within a program that was
running with XManager.

I wonder if the problem is that label widgets don't normally
generate events. I've never tried to send a pseudo event
to a label, although I have sent timer events to labels,
which leads me to suspect this is *not* the problem.

In any case, a row of draw widgets, each with a label
underneath, immediately suggests to me a compound widget.
If you really want something neat, write that compound
widget as an object. Then, when the window becomes
active, it can tell all the other windows to shut up. :-)

Cheers,

David

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