
Subject: Re: ? Weird DRAW widget VALUE ?
Posted by [rmlongfield](#) on Fri, 29 Jan 1999 08:00:00 GMT
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In article <78q454\$rvr\$1@news.rz.uni-karlsruhe.de>,
Peter Cornelius <pcNOSPAM@inr.fzk.de> wrote:
> Re...see earlier post for details

Hi Peter, Seeing your code helps a lot. You don't need to send draw288_id through the COMMON block. You must send draw288 (the widget ID for WIDGET_DRAW). Then you can get draw288_id back using WIDGET_CONTROL,draw288,GET_VALUE=draw288_id And then you can write WSET,draw288_id

It might be useful to label your variables carefully. I try to put the letters 'ID' only at the end of widget ID's (drawID = WIDGET_DRAW(...)). Also, when you "Get_Value" a value in your event handler, the variable name can be anything. It helps if its name is related to what you expect to be inside, i.e. buttonvalue or windowvalue (although if there is an error, this can help add to the confusion, as in your case with the string). The word "value" is used a lot in the documentation and refers sometimes to different things. For me, the uvalue was the most difficult to understand (It can be anything you want, but they never offer any suggestions to a beginner). I use it now as a miniature package with information that the event handler needs to know.

I used WIDED a lot when I started working with widgets. It is not a bad program for getting used to how widgets work.

Rose

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