
Subject: Re: ? Weird DRAW widget VALUE ?

Posted by [Peter Cornelius](#) on Wed, 27 Jan 1999 08:00:00 GMT

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Hi,

first of all: Thanks a lot for the support. I do appreciate that very much.

David Foster <foster@bial1.ucsd.edu> wrote:

: First suggestion, get rid of common blocks! Store "state" information
: in a structure, create a pointer that points to it, and store this
: pointer as the UVALUE of the top-level-base widget.

Well, it was meant to be a quick and dirty hack... And now, it seems to be ugly, too, from a programmers point of view 8-S But I'm not a programmer,... but you're right, common blocks are thorn bushes... you have to cut deep and watch about the place for a while afterwards...

: I would guess that the order of parameters in your common-block
: is incorrect, as the string you are getting looks like it's
: associated with a button or label widget, and you're passing
: this widget to CW_DEFROI().

Why is order so important? DRAW_Comm contains widget ids, that's correct, but only of my DRAW widgets... So far there isn't any common block for button widgets ;-==) (one could change that, of course... >:-==)).

In the main program, the buttons are created with:

```
MenuDesc173 = [ $  
  { CW_PDMENU_S,    1, 'FILE' }, $ ;    0  
[...]  
  { CW_PDMENU_S,    1, 'DISPLAY' }, $ ;    23  
[...]  
  { CW_PDMENU_S,    1, 'Display Mode' }, $ ;    26  
  { CW_PDMENU_S,    0, '2D/Profiles' }, $ ;    27  
  { CW_PDMENU_S,    0, '2D/Click' }, $ ;    28  
  { CW_PDMENU_S,    0, '3D' }, $ ;    29  
  { CW_PDMENU_S,    2, 'ROI' }, $ ;    30  
[...]  
]
```

```
PDMENU298 = CW_PDMENU( BASE241, MenuDesc173, /RETURN_FULL_NAME, $  
  UVALUE='TopPullDown')
```

Typical wided output that is (please don't cry 8-S).

Regards,

Peter.

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