
Subject: Re: Problem with COMMON block
Posted by [Ivan Zimine](#) on Mon, 29 Mar 1999 08:00:00 GMT
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Hi Tri,

I don't have much experience with COMMON blocks and in fact I never use it in widget programs. Instead I use the top base uvalue to pass all the data between event processing routines. For image data I use pointers. I have changed a bit your programs so you can see how that might work for you. I haven't tried the code, hope it's ok.

ivan

```
.*****  
;  
; procedure WindowLoadImage_event  
;  
; To manage all events of the WindowLoadImage  
.*****  
;  
pro WindowLoadImage_event, event  
  WIDGET_CONTROL, event.top, GET_UVALUE=info, /no_copy ; <- get info  
  WIDGET_CONTROL, event.id, GET_UVALUE = selected  
  ; define a temporal type  
  CASE selected OF  
    'LoadStdImage': BEGIN  
      fname = info.StdImage.header.FileName;  
              ;^^^^^^  
      fname = DIALOG_PICKFILE(FILE = fname, GROUP = event.top, $  
              ;^^^^^^  
              /READ, FILTER = '*.hdr', /MUST_EXIST)  
      ; read your data  
      ; if you need to display it use  
; Wset, info.wind1 & TV, image  
      END  
    ENDCASE  
    WIDGET_CONTROL, event.top, SET_UVALUE=info, /no_copy ; <- store info  
  end  
  
.*****  
;  
; procedure WindowLoadImage  
;  
; the Window of LoadImage  
.*****  
;  
pro WindowLoadImage
```

```

StdImage = {IMAGESTRUCT, Header:{HEADERSTRUCT, FileName:BYTARR(128),
Dimension:0, $
    X_Dim:0, Y_Dim:0, Z_Dim:0, $
    X_Size:0., Y_Size:0., Z_Size:0.}, $
    Data:PTR_NEW()}}

MW_XSize = 800 ; it must be at least equal 3*img_DrawSize
MW_YSize = 650
LIWindow = WIDGET_BASE(XSIZE = MW_XSize, YSIZE = MW_YSize, $
    TITLE='Load Images')
;*****
;
; Drawing windows
img_DrawSize = 256
img_XOffGap = (MW_XSize - 3 * img_DrawSize) / 4.0
img_YOffGap = 10
img_XOff = FIX(img_XOffGap)
img_YOff = img_XOffGap
StdImgDraw1 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, $
    YSIZE=img_DrawSize, $
    XOFFSET = img_XOff, YOFFSET =
img_YOff, $
    FRAME = 3, COLORS = 256)
img_XOff = FIX(img_XOff + img_DrawSize + img_XOffGap)
StdImgDraw2 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, $
    YSIZE=img_DrawSize, XOFFSET =
img_XOff,$ > YOFFSET = img_YOff,
FRAME = 3,COLORS = 256)
img_XOff = FIX(img_XOff + img_DrawSize + img_XOffGap)
StdImgDraw3 = WIDGET_DRAW(LIWindow, XSIZE = img_DrawSize, $
    YSIZE=img_DrawSize, $
    XOFFSET = img_XOff, YOFFSET =
img_YOff, $
    FRAME = 3, COLORS = 256)
;*****
;
; Drawing buttons of range 1
img_XOff = FIX(img_XOffGap)
bt_YOff = img_YOffGap + img_DrawSize + 10
btSize = 60
btStdImgLoad = WIDGET_BUTTON(LIWindow, $
    XOFFSET = img_XOff, YOFFSET = bt_YOff, XSIZE = btSize, $
    VALUE = 'Load...', $
    UVALUE = 'LoadStdImage')
;*****
;
; Drawing buttons of range 2
bt_YOff = MW_YSize - img_YOffGap - img_DrawSize - 30
btObjImgLoad = WIDGET_BUTTON(LIWindow, $
    XOFFSET = img_XOff, YOFFSET = bt_YOff, XSIZE = btSize,
$

```

```
VALUE = 'Load...', $  
UVALUE = 'LoadObjImage')
```

```
WIDGET_CONTROL, LIWindow, /REALIZE  
; you might also need windows ID of your draw widgets  
WIDGET_CONTROL, StdImgDraw1, GET_VALUE=wind1  
WIDGET_CONTROL, StdImgDraw2, GET_VALUE=wind2  
WIDGET_CONTROL, StdImgDraw3, GET_VALUE=wind3  
info={wind1:wind1, wind2:wind2, wind3:wind3, StdImage:StdImage}  
WIDGET_CONTROL, LIWindow, SET_UVALUE=infom, /no_copy
```

```
XMANAGER, 'WindowLoadImage', LIWindow  
end
```

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Ivan Zimine
Dpt. of Radiology (MRI), Geneva University Hospitals
email: ivan.zimine@physics.unige.ch
tel. : (+41 22) 372 70 70
