
Subject: Re: Widget-event handling problem
Posted by [ashmall](#) on Mon, 12 Apr 1999 07:00:00 GMT
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> The problem is that whenever one of the four (exclusive)
> buttons is selected, the event handling routine is entered twice

Jason,

You might try setting the NO_RELEASE keyword in your WIDGET_BUTTON functions.
You might find it easier (in the long run) to start using the CW_BGROUP
function for producing groups of normal, exclusive and non-exclusive buttons
(again supplying the NO_RELEASE keyword).

Good Luck,

Justin

In article <3711C6D8.2781@rmsb.u-bordeaux2.fr>, Jason Brookes
<jason.brookes@rmsb.u-bordeaux2.fr> wrote:

> Hi,
>
> I have been experiencing an annoying widget-event handling problem. I
> create a widget "sub-panel" on which the user is allowed to set
> (exclusively) one of four possible buttons, each button corresponding to
> a different image. I have included the relevant code from the widget
> creation and event handling functions below. The problem is that
> whenever one of the four buttons is selected, the event handling routine
> is entered twice, AS IF responding to both the previous mouse button
> release, and the current mouse button press (this may or may not be what
> is actually happening). For example, if button_3 is currently set, and
> the user sets button 1, the event handling routine will first execute
> the code corresponding to 'stim_3' in the CASE statement followed by the
> code corresponding to 'stim_1'. I would much rather it executed only the
> code corresponding to 'stim_1'.

>
> Hope my explanation is clear(ish). Can anybody enlighten me ?

>
> While I'm at it, is there an elegant way of updating the maximum value
> for a floating-point slider ?

>
> Cheers,

>
> Jason
>
>

> Jason A. Brookes,

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>
>
>
> PRO sea_base_widget_event,event
>
> COMMON sea_common,im_par,sea_widget
>
> WIDGET_CONTROL,event.id,GET_UVALUE = event_val
>
> CASE event_val OF
>
> 'stim_1':\$
> BEGIN
> im_par.overlay_id = 1
> WIDGET_CONTROL,sea_widget.slider[1],set_slider_max = \$
> MAX(stat_map[*,*,im_par.dz,im_par.overlay_id-1])
> update_image_window
> END
>
> 'stim_2':\$
> BEGIN
> im_par.overlay_id = 2
> WIDGET_CONTROL,sea_widget.slider[1],set_slider_max = \$
> MAX(stat_map[*,*,im_par.dz,im_par.overlay_id-1])
> update_image_window
> END
>
> 'stim_3':\$
> BEGIN
> im_par.overlay_id = 3
> WIDGET_CONTROL,sea_widget.slider[1],set_slider_max = \$
> MAX(stat_map[*,*,im_par.dz,im_par.overlay_id-1])
> update_image_window
> END
>

```

> 'stim_4':$  

> BEGIN  

>   im_par.overlay_id = 4  

>   WIDGET_CONTROL,sea_widget.slider[1],set_slider_max = $  

>     MAX(stat_map[*,*,im_par.dz,im_par.overlay_id-1])  

>   update_image_window  

> END  

>  

> PRO ENDCASE  

>  

> END  

>  

>  

> sea_base_widget  

>  

> sea_widget = {root:0L,slider:LONARR(2)}  

>  

> ....  

> ....  

>  

> base = WIDGET_BASE(/COLUMN)  

> sub_base = WIDGET_BASE(base,/ROW,/FRAME,/EXCLUSIVE)  

>  

> slider = CW_FSLIDER(base,TITLE = 'threshold',UVALUE ='f_stat_sld',$  

>   MINIMUM = 0.0,MAXIMUM = 50.0,VALUE = 25.0,FORMAT = '(F4.1)',$  

>   XSIZE = 256)  

>  

> button_1 = WIDGET_BUTTON(sub_base,UVALUE = 'stim_1',VALUE = '2.5 Hz')  

> button_2 = WIDGET_BUTTON(sub_base,UVALUE = 'stim_2',VALUE = '5.0 Hz')  

> button_3 = WIDGET_BUTTON(sub_base,UVALUE = 'stim_3',VALUE = '7.5 Hz')  

> button_4 = WIDGET_BUTTON(sub_base,UVALUE = 'stim_4',VALUE = 'Full F')  

> CASE im_par.overlay_id OF  

>   1: WIDGET_CONTROL,button_1,/SET_BUTTON  

>   2: WIDGET_CONTROL,button_2,/SET_BUTTON  

>   3: WIDGET_CONTROL,button_3,/SET_BUTTON  

>   4: WIDGET_CONTROL,button_4,/SET_BUTTON  

> ENDCASE  

>  

> sea_widget.root = base  

> sea_widget.slider[1] = slider  

>  

> ....  

> ....  

>  

> XMANAGER,'sea_base_widget',sea_widget.root  

>  

> END

```
