
Subject: Widget-event handling problem

Posted by [Jason Brookes](#) on Mon, 12 Apr 1999 07:00:00 GMT

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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

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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
```
