
Subject: Re: Passing info and destroying widgets...
Posted by [Liam Gumley](#) on Mon, 21 Jun 1999 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Robert S. Mallozzi" wrote:

> I believe you must use XMANAGER in blocking mode for
> this technique to work.

Here's an example which works in non-blocking mode:

```
;---cut here---  
PRO TEST_EVENT, EVENT
```

;- Get pointer from top level base, then the info structure

```
widget_control, event.top, get_uvalue=ptr  
info = *ptr
```

;- Handle the widget which caused this event

```
widget_control, event.id, get_uvalue=name  
case 1 of  
  name eq 'Button 1' or name eq 'Button 2' : info.name = name  
  else : widget_control, event.top, /destroy  
endcase
```

;- Update the info structure

```
*ptr = info
```

END

```
-----
```

FUNCTION TEST, PTR

;- Create widgets

```
tlb = widget_base(/column)  
but1 = widget_button(tlb, value='Button 1', uvalue='Button 1')  
but2 = widget_button(tlb, value='Button 2', uvalue='Button 2')  
but3 = widget_button(tlb, value='Done', uvalue='Done')  
widget_control, tlb, /realize
```

;- Create info structure, and store pointer in top level base

```
info = {name:"}  
ptr = ptr_new(info)
```

```
widget_control, tlb, set_uvalue=ptr
```

```
; - Manage events
```

```
xmanager, 'test', tlb, /no_block
```

```
; - Return pointer to caller
```

```
return, ptr
```

```
END
```

```
;---cut here---
```

Multiple instances can be invoked, e.g.

```
ptr1 = test()  
ptr2 = test()  
ptr3 = test()
```

Then to find the the last selected button of any of the instances of the dialog,

```
info = *ptr1  
print, info.name
```

```
--
```

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>
