
Subject: Re: Passing info and destroying widgets...
Posted by [Struan Gray](#) on Mon, 21 Jun 1999 07:00:00 GMT
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Liam.Gumley@ssec.wisc.edu writes:

- > If I understand your question correctly, you are trying
- > to figure out how to pass a value from a widget event
- > manager back to the calling program (i.e. the one that
- > invoked XMANAGER) after the top level widget has been
- > destroyed. The answer in IDL5 is pointers.

Or objects. Or handles (well *I* like 'em).

I have a number of browser widgets dedicated to a particular filetypes which I call from other widgets and from the command line. When they die, their cleanup routine looks to see if the top level base had a group leader. If it did, and information needs to be passed upwards, the widget sends a custom event to the group leader which contains the relevant data. If not, the dying widget pops up a dialog asking if the user wants to keep the data in memory, and if the answer is yes, prints out the object/handle/pointer id by which the data can be globally accessed.

I'm currently playing with a refinement where all my widgets become objects, and I can invoke certain methods from dying child widgets, thus bypassing the event queue should I want to force a particular execution order. Looks cool.

As a rule I like to put all such code in a cleanup routine rather than in the event handler. I've been caught out too many times by the multitude of ways that widgets can be killed other than through an author-defined 'quit' button - for example, via the window manager, from XTOOL and when a group-leader dies.

Struan
