
Subject: Re: Passing info and destroying widgets...
Posted by [philaldis](#) on Mon, 28 Jun 1999 07:00:00 GMT
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On 21 Jun 1999 16:25:04 GMT, Struan Gray <struan.gray@sljus.lu.se> wrote:

> Interesting discussion snipped

Well while we're all talking about the various styles of widget programming that we use, I thought I may as well throw my hat into the ring.

At the moment I'm writing a direct graphics version of IDL's insight. Those of you who've seen insight will know that there's a data manager and a visualisation manager. The data manager has to hold all the data objects and the visualisation manager has to hold all the visualisation objects. It is essential that these two, and the main program can all communicate.

The only solution is that all the widgets are objects. They are all, though, very separate entities, and so I make them kind of compound/object widgets. i.e. I call
datMan = dataManager(PARENT=mainWID)
dataManager then creates its own tlb, and then creates an object of the class dataManager. Both the visualisation manager and data manager are subclassed from DERA_Container, which is essentially just like IDL_Container. They contain all the objects.

The UVALUE of one the menu buttons is set to the object so it can be got at. I then use the FUNC_GET_VALUE to create a function which when called returns the object reference. This means that the other object can then invoke relevant methods and so on. When an event is received, the object reference is got, and then an object event handler is called with the event passed in. This event handler calls all the relevant method.

I find this method is by far the best way to create complex widget programs where lots of different elements interact. The fact that other objects can call other objects methods is so powerful. For example, in my main program I have a button which says 'Import file...'

When button is clicked, it simply does:-

```
Widget_Control, self.datMan, dataObj  
dataObj->importFile
```

This is the sort of integrated power that can be achieved.

Cheers,
Phil
