
Subject: HowTo convert a GUI builder app. to a ActiveX controled app?

Posted by [Mikkel Fog](#) on Fri, 10 Sep 1999 07:00:00 GMT

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Hi all,

I use IDL 5.2 for windows to embed some IDL calulations and plotting in a Director project. (Multimedia) I have no problems in using the ActiveX interface, that comes with IDL, to make calls to IDL, draw plots and so on.

But I have an IDL GUI builder application where i would like to move all the buttons and sliders into my project. I was hoping to "just" pull the information out off the GUI builder generated app.pro and make similar calls from my ActiveX project. There does however seem to be some problems in doing this.

All events that "happens" on the GUI interface generates a call to the app_eventcb.pro file. This is the call i would like to replicate. But apperently the information transfered along with the call (a struct called EVENT), contains some information regarding the GUI object, that it no longer there since i create my own GUI.

I can create a fake EVENT stucture and change for exampel the VALUE field for a slider but it will not run since it expects some special value for the ID field. I have tried some different things but nothing seems to work. I can however make it work by making changes to the app_eventcb.pro file, but this is not the "cleanest" sollution for me.

Is there a workaround i can use?
Or is there another way of converting the GUI?

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Med venlig hilsen
Mikkel Fog

System Administrator
Tycho Brahe Planetarium
Gammel Kongevej 10
1610 K benhavn V

Tlf. +45 33144888
Fax. +45 33142888
