Subject: Re: Switching Between Multiple XMANAGER Windows
Posted by Harald Frey on Thu, 07 Oct 1999 07:00:00 GMT

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Pavel Romashkin wrote:

> Although I am not quite clear about what an XMANAGER window is, I see no
> obstacle to using WIDGET_DRAW to produce more than one popup daughter windows
> when the mouse is clicked inside that WIDGET_DRAW. Why not just include a
> base widget creation routine in the event handler for the draw widget, and
> have event_handler create a base with an information widget, with pixel ID,
> label, text, table or image zoom-in - anything you want, and leave it in case
> you need that information. Then, when you click on another pixel, another
> window, identical to the first info base, will pop up, and so on. To destroy
> them easily, I'd use /group_leadre keyword. Or am I missing something
> complicating here? I don't even see the need to use pointers.
> Good luck,
> Pavel
>

If you do this you may end up with dozens of similar

widget windows. What I do to avoid this is to set a

flag in my info structure which shows that the child

widget already exists and it will be destroyed before

the new one is created. It looks like this.

IF (info.wiczoom NE 0l) then WIDGET_CONTROL,info.wiczoom,/DESTROY
zoomBase = WIDGET_BASE(TITLE='WIC Zoom',ROW=3)
info.wiczoom = zoomBase

Harald

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