Subject: Re: returning values from widget hierarchy
Posted by Vince Hradil on Fri, 19 May 2000 07:00:00 GMT

View Forum Message <> Reply to Message

Sorry about the copies. Having some troubles with 'Preferences' this morning.

Vince Hradil wrote:

> First, forgive my ignorance of widget programming ;^)
>
> How can I return values from a "temporary" widget hierarchy. That is:
>
> I have a widget program that creates a new widget for users to adjust
> color settings. When they select a menu item, I do something like,
>
> ...build widgets for color settings...
> widget_control, cs_base, /realize
> xmanager, 'color_settings', cs_base
>
> Then in color_settings_event I handle the various sliders and buttons in
> the cs_base widget. Then when the user clicks on 'Accept' on the
> cs_base widget, I do widget_control, event.top, /destroy
>
> What I'd like to do is NOW be able to see what those settings are back
> in the procedure that created the cs_base in the first place. I would
> like to avoid using COMMON blocks if possible. I'm familiar with using
> widget_control to store a structure to contain all the information
> needed, but can't seem to figure out how to make it work in this
> instance.
>
> IDL> print, !version
> { sparc sunos unix 5.1 Apr 13 1998}
>
> Thanks,
>
> Vince