
Subject: returning values from widget hierarchy

Posted by [Vince Hradil](#) on Fri, 19 May 2000 07:00:00 GMT

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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
