
Subject: Help! Multiple widget objects in 1 program, sample code

Posted by [craigni](#) on Wed, 02 Aug 2000 07:00:00 GMT

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Help!

I have a need to *not* have all my widgets in one giant clump. I've been knocking my head against the wall for a while on this. How can I make the sample code below close all open widgets when I hit the "Quit" button? Right now, only the "firstBase" widget object closes, and the "secondBase" widget object remains open.

T MUCH IA,
Craig

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(cut out the -s and the @)

; Program to illustrate my problem

PRO main_event, event

WIDGET_CONTROL, event.id, GET_VALUE = value, GET_UVALUE = uvalue

COMMON data, inputField, outputField

case uvalue of

'Get': begin

WIDGET_CONTROL, inputField, GET_VALUE = value, /REALIZE

WIDGET_CONTROL, outputField, SET_VALUE = value, /REALIZE

end

'Quit': WIDGET_CONTROL, event.top, /DESTROY

endcase

end

; -----

PRO problem, GROUP_LEADER = group_leader

COMMON data, inputField, outputField

firstBase = WIDGET_BASE(GROUP_LEADER = group_leader)

secondBase = WIDGET_BASE(GROUP_LEADER = group_leader)

```
firstColumn = WIDGET_BASE( firstBase, /COLUMN )
secondColumn = WIDGET_BASE( secondBase, /COLUMN )

getButton = WIDGET_BUTTON( firstColumn, VALUE = 'Get', UVALUE = 'Get' )

inputField = CW_FIELD( secondColumn, TITLE = 'Number:' )
outputField = CW_FIELD( firstColumn, TITLE = 'Number:', /NOEDIT )

quitButton = WIDGET_BUTTON( firstColumn, VALUE = 'Quit', UVALUE = 'Quit' )

WIDGET_CONTROL, firstBase, /REALIZE
WIDGET_CONTROL, secondBase, /REALIZE

XMANAGER, 'main', firstBase, GROUP_LEADER = group_leader

end
```
