
Subject: Re: Oddball Event Handling (Longer than it Ought to Be)

Posted by [davidf](#) on Sun, 31 Dec 2000 19:01:38 GMT

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Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

```
> Thanks for the cool description of you project.
>
> Now, prepare to be lightly toasted :-)
>
>> FUNCTION FindTLB, startID
>>
>> ; This function traces up the widget hierarchy to find the top-level base.
>>
>> FORWARD_FUNCTION FindTLB
>> parent = Widget_Info(startID, /Parent)
>> IF parent EQ 0 THEN RETURN, startID ELSE parent = FindTLB(parent)
>> RETURN, parent
>> END
>
> I have no problem with recursion. In this case however it's not
> really needed. For the book I'm writing, this is known as tail
> recursion I believe, which is often easily optimized. I admit
> recursion may help you conceptualize what's going on though. Wouldn't
> the following code do the same thing?
>
> parent = startid
> while widget_info(parent, /parent) NE 0 do $
>   parent = widget_info(parent, /parent)
```

Oh, sure, it would *work*. But how you gonna give something like that away? :-)

Apparently I didn't make it clear that I wasn't looking for criticism of my exciting new program, but I have to admit I fooled around for a few minutes trying to get a WHILE loop to work. But after becoming confused I just wandered around in the wilderness for a while, making a change here, and another change there for no apparent rational reason (you know, how you do when you are improvising) and all of a sudden, BLAM, something worked.

In my personal programming myth, if something works it is clearly the most highly optimised solution. But thanks for your suggestion. :-)

Cheers,

David

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