
Subject: Re: Oddball Event Handling (Longer than it Ought to Be)
Posted by [Craig Markwardt](#) on Sun, 31 Dec 2000 15:45:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi David--

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 am in types, 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)
```

Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
