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Subject: Communication between different widget bases  
Posted by [Michael Baca](#) on Fri, 02 Mar 2001 17:17:24 GMT  
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Hi all,

I have a program that allows the user to view a TVSCL of a data cube with intensity obtained at (x,y) position (rows/columns) over time. Typically the user plots the intensity at all positions at a single slice in time, i.e. TVSCL, A(\*,\*,n). I would like to allow the user to open a new window that will show the intensity plot vs. time for the position under the mouse pointer. Regrettably, I have already used up all of the space in my current WIDGET\_BASE and I do not have room to add another draw widget. I would like to open a new WIDGET\_BASE with a draw widget that will change as the mouse moves over the image.

Does anyone have any suggestions? Most of the work I have done before spawned new WIDGET\_BASEs that ran independent of the original one. I can already pop up a plot of the point under the mouse after a mouse release event, but that's not what I had in mind. I want the plot to change as the user moves the mouse to new positions. Is there any way to have real-time communication between two widget bases?

TIA,  
Mike

Michael Baca  
Frontier Technology, Inc.  
[mbaca@bos.fti-net.com](mailto:mbaca@bos.fti-net.com)

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