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Subject: Re: Widget event handlers

Posted by [marc schellens\[1\]](#) on Fri, 02 Mar 2001 04:36:18 GMT

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Joe Means wrote:

>  
> In a widget program [TranslateAxies] I am writing I specify an event  
> handler function for each widget that can generate an event. I specify  
> event handlers for each text and button widget but not for base and  
> label widgets [no bases are resizeable]. No base widgets can be  
> resized. The GUI includes text boxes for user input. When I ran the  
> program initially, put text in any box and clicked enter, I always got  
> the error:  
> Attempt to call undefined procedure/function: 'TRANSLATEAXIES\_EVENT'.  
>  
> So I put a do-nothing procedure with this name in the  
> TranslateAxies\_EventCB file. Now I do not get the error. Also, all the  
> text widgets and their event functions seem to run fine [when I click  
> return after entering a value in the text field], because their values  
> in the info structure are updated OK.  
>  
> It does not seem like I need this do-nothing procedure. Can anyone  
> tell me why it is needed?  
>  
> Also, when I type text in a text widget it will not call the event  
> function to update the value in the info structure if I click tab to  
> move out of the field. Why is this?

You probably use EVENT\_FUNC and return the event at the end, in which  
case the next  
eventhandler in the eventhandler-tree is called (and so on, earlier or  
later  
'TRANSLATEAXIES\_EVENT').

So use EVENT\_PRO or don't return anything from  
your EVENT\_FUNC (even the latter is not best style, but works).

Regarding your second question, just set /ALL\_EVENTS keyword in your  
widget\_text function. Then the eventhandler is called after every change  
in the widget, keeping your info structure always up to date.

cheers,  
marc

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