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Subject: Re: Widget event handlers

Posted by [Joe Means](#) on Fri, 02 Mar 2001 21:26:56 GMT

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Thanks to Marc and David for your helpfull ideas. I was indeed identifying the event handler with Event\_func keyword, so using Event\_pro solved my first problem. I found the /Kbrd\_focus\_events keyword met my needs better than /All\_events. Now the info structure is being updated but I do not need the TRANSLATEAXIES\_EVENT procedure.  
Joe Means

Marc Schellens wrote:

> 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 proceedure. 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 wich  
> 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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