
Subject: Re: cw_fslider

Posted by [Stein Vidar Hagfors H\[1\]](#) on Thu, 15 Mar 2001 18:24:30 GMT

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davidf@dfanning.com (David Fanning) writes:

> David Fanning (davidf@dfanning.com) writes:

>

[.....]

> Whoops! Of course, you have to put the state structure back. The code

> should really look like this:

>

> thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }

> IF state.event_pro NE "" THEN BEGIN

> Call_Procedure, state.event_pro, thisEvent

> thisEvent = 0

> ENDIF

> WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY

> RETURN, thisEvent

And what if the event_pro tries to communicate with you in the mean time?

Probably safer with

```
thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
```

```
event_pro=state.event_pro
```

```
WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
```

```
IF event_pro NE "" THEN BEGIN
```

```
  Call_Procedure, event_pro, thisEvent
```

```
  thisEvent = 0
```

```
END
```

```
RETURN, thisEvent
```

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