
Subject: Re: cw_fslider

Posted by [davidf](#) on Thu, 15 Mar 2001 15:03:36 GMT

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David Fanning (davidf@dfanning.com) writes:

```
> Then, find these two lines at the bottom of the event handler:
>
> WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
> RETURN, { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
>
> Modify these two line to these:
>
> 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
> RETURN, thisEvent
```

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
```

Cheers,

David

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