
Subject: Re: Objects with Widgets, Save/Restore
Posted by [david\[2\]](#) on Fri, 03 Aug 2001 21:07:25 GMT
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JD Smith writes:

```
> The secret is this same notion of pruning out the bits you don't need.  
> Here's a sketch of how I'd approach your problem.  
>  
> pro DavidsPlayhouse::Restore  
>   oldself=self           ;for killing later  
>   wlInfo=self.wlInfo     ;save the GUI, eat soy products  
>   self.wlInfo=ptr_new()  ;detach, avoiding the carnage  
>   restore_obj, self.SaveFile ;travel back in time  
>   obj_destroy,oldself    ;kill our old self, except wlInfo  
>   self.wlInfo=wlInfo     ;reattach our saved widget info  
>   self->UpdateGUI        ;I'm not who I think I am  
> end
```

Humm. Since I'm within hours of delivering the first truly production version of this code, I'm loath to open up this topic again.

But I think now what got me into trouble is that inside my larger application, which is written as an object, there was an ROI Window Object. This is a compound widget (window) that doesn't have any notion of what's inside it, but it can draw various types of ROI's on itself. This too is written as an object, and it reports its results (perimeter points, interior indices, etc.) to the event method handler of the parent widget object when the ROI is completely drawn. Of course, it relies on widget identifiers to communicate with its "parent" properly. And it has it's own widget identifiers to deal with.

It seems to me that I could not get this interior widget object fired up correctly. Although it seems to me now (as then) that the approach you outline above should work in both cases. And, of course, that is what I *thought* I was doing.

But when the customer is paying you big bucks and is already happy with the design, it seems the height of arrogance to spend yet more time

on niggling cosmetic problems. Especially when the other solution was so easy (it took me about 10 minutes to implement). Even my overly obsessive compulsion for neatness can be bought at the right price. :-)

But I'll have another go next time. I'm convinced it has to work. Maybe when I figure it out I'll have enough material for that object book.

Cheers,

David

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