
Subject: Re: IDL Runtime

Posted by [David Fanning](#) on Thu, 15 Nov 2001 02:49:31 GMT

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Andre Kyme (nak@imag.wsahs.nsw.gov.au) writes:

> What do you mean a "hybrid program" ?

I mean a program that is half-widget and half something else. You haven't indicated whether your program runs without the XManager call, but I suspect you are in the nether world between a widget event loop (whatever the hell that means) and the interpreter.

(And where are all you guys (Pavel!) who are suppose to know something about this? I'm on my tippy toes here and I still feel like I'm drowning.)

I think this ... whatever ... is what is causing your problem. I can assure you that if this program was a proper widget program (without any RETALLs, for sure) it would run as a run-time program.

> The user clicks the "Analysis" button
> They have a group of images displayed before them
> They are asked to choose which one they want to draw an ROI on (dialogue_message)
> As soon as the dialogue is OK'd the cursor command is waiting

How does dialog_message return to you the window they want to draw in?

> Cursor waits until something in the graphics window is selected - clicks outside the
> window have no effect.
> They are asked for confirmation of the image (dialogue_message)
> They are then prompted to draw an ROI (dialogue_message)
> Cursor is waiting for the first point
> A right mouse click finishes the region
> They are presented with the next image and asked to move the ROI (that they just
> drew) over the new image (dialogue_message)
> Cursor is waiting for the first position to move it to
> And so on for the remaining images
> Eventually they are all done, but in the meantime the user has only had limited
> responses and I think I've been prepared for all of them??
> Event-handler ends
> Ready for next event from button menu

If this works, what is the problem?

- > I can see that draw widgets and motion events might be 'nicer' but is it necessary.
- > I'm just using cursor as part of my event-handling.

Cursor has nothing whatsoever to do with event handling, at least not in any widget sense. I think, in fact, that this must be handled by the command interpreter, which is not available in run-time programs.

To know for sure, I need to see your program (which I really don't want to do), or I need to build an example program (which I really, really don't want to do). :-)

- > You must be getting tired of this nutter on the other end of your replies David!

Are you talking about Logan? Oh ... you!

No, not at all. The alternative is puzzling over a program I'm trying to write that I think I already wrote as an example program. The problem is, I can't seem to figure out how it works, and it *is* a widget program! :-)

Cheers,

David

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