Subject: Re: IDL Runtime
Posted by Andre Kyme on Thu, 15 Nov 2001 00:22:24 GMT
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Hi David,

Appreciate the reply, but as yet nobody has given me a good explanation of how XMANAGER works and I don't find the documentation provided by RSI insightful at all. I'm quite happy to adjust my program design - but I'm not sure exactly how to do this. People keep replying that "Your program must be so complicated..." but it is really quite simple! Or at least the IDEA is! I expect the idea would be a very typical widget programming endeavour!

To briefly describe what my design structure is:

About 5 widget buttons get created and realized to form a menu
Each has an event handler
I call XMANAGER to manage the created widgets
I wait...

Oh, button number 1 was pressed!
Well we better do what event handler number 1 tells us to do.

The event-handler is just a couple of programs that follow one after the other - is that complicated!! Some of them call other programs - But execution is just moving sequentially through the event handler routine. Pretty standard I think.
The actual programs in the event handler involve the user drawing a region of interest (I don't use draw widgets, just a standard graphics window and a routine involving the cursor command) and involve moving it around, and also confirming they are happy with its location.
Now suppose they get fed up with the whole business (like I'm feeling right now) and want to go and have a coffee - so when they are asked to confirm the region (I use dialogue_message with the /cancel keyword), they click "CANCEL" - Why should it be so complicated to just return to your menu options when I detect the cancellation? This would have to be a pretty standard widget application surely - menu, option, back to menu, option, back to menu...? What is the conventional philosophy for doing 'this'?

So again, the design involves having options initially (menu). Some options aren't relevant initially such as "Save" and "Print", so if the user clicks on these I issue messages for the user telling them there's no point clicking these ones yet. The most likely thing they will want to do initially is "Analysis". "Analysis" is the button with the event handler I described above: programs that just simply get executed one after the other. During execution of the event-handler programs, the menu buttons can't be clicked, mainly due to the fact that the region drawing/moving uses the CURSOR command - so the computer is waiting for mouse clicks inside the graphics window. (You might

prefer draw widgets w/o CURSOR etc etc, but there's really no problem I can see with doing it the way I have. It essentially creates MODAL functionality which ensures the user gets to the end. Anyway I think this is beside the point). But after this part is done and the results have been displayed, that's the end of "Analysis". Now they might want to print the results... or do another analysis...etc.

Also, exactly what DOES happen when instead, the user doesn't get fed up, finishes the whole event handling routine, and we arrive at the "END" command at the conclusion of the event-handler? Where is program execution? What is happening? I'm thinking that we're ready for another menu-button press??

Would appreciate any guidance on a structure,
Thanks,
Andre Kyme
