
Subject: Re: WIDGETS - AGAIN

Posted by [stl](#) on Fri, 02 Sep 1994 11:57:31 GMT

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In article <345rn2\$346@hammer.msfc.nasa.gov> mallozzi@ssl.msfc.nasa.gov writes:

>

> But if I then use XMANAGER,'name',id, control passes to the widget,

> but how do I then transfer back to \$MAIN\$ (or the calling procedure)

> after I make my selection?

> (I also want to have the current values stored in the widget text

> fields available in \$MAIN\$).

Okay, here is the problem. As soon as you start programming with XMANAGER, main really no longer exists, because once the application is started, EVERYTHING is event driven! IE: there is no main, and the program flow and control is centered around some kind of huge interpointing state variables that are held in various uvalues of differetn widgets. By using windget_info and widget_control you can access almost anything (as long as you have the widget id (or parent or sibling) in you state structure). Does this make sense?

In otherwords action X results from pushing say a button. ANd another button causes action y. X and Y might be programs called from within the event handles, or they might just be a few lines of code.

Now that you are writing code around an interface, WIDGETS, you no longer must follow a straight work flow, since the user always has lots of options. You know need to write code based on ACTIONS or just based around the functionality of a certain window, and you have to know what widget opened this window, etc..

let me know if this makes 0 sense. I will mail you back with some example or something or we can discuss this more.

hope this helps,

-stephen

>

> I noticed that if I just use WIDGET_EVENT in the procedure that builds

> the widget, I can grab the event and continue on in \$MAIN\$, but I am

> then limited to making a selection immediately after the widget is

> built, and rebuilding after every slection isn't very elegant! The IDL

> manual (with its infinite wisdom!) says "widget applications should always

> use XMANAGER in preference to calling WIDGET_EVENT directly". OK, good,

> but how do I grab the event and return to \$MAIN\$?

>

> Thanks for your time, and I would appreciate any further help.

>

> Your fellow IDL fanatic,
> Bob Mallozzi
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>

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