In addition to David's rightful remark, I'd like to add that although I
fully admit that OW is the way to go, you could still explore the
classic Wid environment.
Now, here's the challenge.
Can you make your method generic enough so that you do not have to write
separate sections in your event handler, but use your library procedures instead?
I think this will be more powerful because then the event handler is
much more streamlined, and, secondly, you can pass all sorts of other
parameters via your structure interface.
Hint: simply use CALL_FUNCTION or PROCEDURE and pass the parameter
structure using keyword inheritance :-)
Good luck,
Pavel

"M. Katz" wrote:
>
> I do a lot of widget programming in IDL, and I've recently come across
> an elegant solution I'd like to share. Others have probably already
> thought of this, or may have a better idea, so I hope I'll start a
> dialog.