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Subject: Re: Prob with classes, widgets and event handler  
Posted by [Sebastian Loebbert](#) on Wed, 20 Nov 2002 10:30:53 GMT  
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On 19 Nov 2002 [savoie@pleasenosspam.nsidc.org](mailto:savoie@pleasenosspam.nsidc.org) wrote:

Hi,

thanks a lot, not returning 1 in INIT was the problem. I had a look at my "Buidling IDL apps" and they only say "INIT should return scalar TRUE", but they don't say anything about objects being not valid...

> Don't fear, this is a pretty common mistake. Your init function needs to  
> return 1 to be a valid object. [Didn't you take out a red pen and underline  
> that in your IDL Programming Techniques (Second Ed.) :) ]  
>

That's exactly what I've been looking for, but the code is wrong:  
In the event handler, it must be (contrary to my intuition)  
Call\_Method, cmd.method, cmd.object, event

```
> <fanning>
>   button = Widget_Button(bbase, Value='Quit', $
>     UVALUE={object:self, method:'Quit'})
>
> All the event handler does is get the user value and dispatch the
> event to this method of this object:
>
> PRO EVENTHANDLER, event
>   Widget_Control, event.id, Get_UValue=cmd
>   Call_Method, cmd.object, cmd.method, event
> END
>
> </fanning>
>
```

Best regards,

Sebastian

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