
Subject: Using multiple top level bases created with GUIBuilder

Posted by [bias](#) on Mon, 24 Mar 2003 18:42:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi everybody,

I'd like to write an application with multiple top level bases, e.g. one for selecting parameters, one for displaying data, a dialog for manipulating the graphics etc.

After I created the TLBs using IDL's GUIBuilder and generated the .pro files I now want to pass information, like widget IDs or changed parameters etc. between them.

I found several postings here describing similar problems and solutions, e.g. sending events from one base to the other, but then the GUI has been created manually without GUIBuilder.

I'd really like to use the generated code, leaving it unchanged (except the ..._eventcb.pro files of course), but I don't know how to make the TLBs communicating with each other.

It would help me best if somebody knew a solution to the following simple example which illustrates the problem:

The GUI code for the first TLB is maingui.pro. It contains two buttons, one labeled 'Show' and the other labeled 'Hide'. The event code is maingui_eventcb.pro, containing (empty) procedures for the OnButtonPress events.

The GUI code for the second TLB is drawwindow.pro, containing a draw widget. The maingui TLB should be the GROUP_LEADER for the drawwindow TLB.

Now I want to use the buttons on the maingui to 'Show' and 'Hide' the drawwindow, but I can't figure out how to retrieve the ID of the drawwindow TLB from within the maingui_eventcb.pro etc.

Thank you,
Tobias
