
Subject: IDL widgets: comments and questions
Posted by [knight](#) on Wed, 15 Mar 1995 02:30:57 GMT
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I have recently written a widget-based image viewer and have some comments about IDL widgets. I mention some problems or lack of features I wanted. If anybody knows how to solve them, please speak up.

1.

I wanted to add a title to each draw widget. The title keyword appears only in `widget_base`. I finally used the title keyword on my plots. I'd still like to add titles to other widgets.

2.

Control of the increment on the slider is alluded to (in The IDI Reference Guide) for Openwindows but appears to not be available under Motif. I wanted to bump a slider value by 1 by pressing the left mouse button, but, whenever the slider range was large, the increment was also large. Does anybody know how to set the increment on a slider? I know you can do it with Motif widgets.

3.

I wanted to change the limits on a slider after it was realized. It doesn't seem possible.

4.

As somebody mentioned recently, it would be nice to be able to know what mouse button was pushed on an event. The `widget_draw` allows this with the `button_events` keyword, and I used it with success. Per the recent suggestions, one could use the different mouse clicks to access help or do alternative actions for the current widget.

5.

On some occasions drawing a new image on a `widget_draw` window was funny. Before drawing the new image, the window was erased and the previous image was redrawn. Then the new image was put up. This was particularly noticeable when the display was a `show3` or `shade_surf`. I don't understand the circumstances here; it may be due to changing windows (with `wset`). Has anybody seen this?

6.

I wanted to make some up/down or left/right arrows for incrementing and decrementing quantities or up/down/left/right arrows for moving about on an image. I tried a bitmap for a button but there seemed to be no control over the actual width or height of the button even though I specified a 16x16 pattern.

Are there ways to build bitmaps that take on a specified size. I really haven't experimented here. I wonder if anybody else has.

7.

Some recent comments have praised the availability of the uvalue. I, too, use it for controlling actions in widget_control. However, I still use common blocks to pass most information. You can't pass the id of a widget via the uvalue, and I need ids whenever I call widget_control for set_value or get_value. So common still seems necessary, even though most information could be passed in the uvalue.

I'd appreciate answers to any of the questions above.

Thanks,
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