Subject: Re: Realizing a widget only once
Posted by helaha on Thu, 15 Apr 2004 06:36:27 GMT
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Reimar Bauer <R.Bauer@fz-juelich.de> wrote in message
news:<c5k8qh$5iq1$1@zam602.zam.kfa-juelich.de>...
> Ahammer Helmut wrote:
>
>> Is there any possibility to open and realize a widget only once, even
>> it is called several times? The widget is mainly a draw widget for
>> images and is called from an other program or widget like this:
>>
>> DISPLAYIMAGE, Image = Image
>>
>> The first call, or if there is no such widget present, should really
>> realize the widget. The second call should not realize a second
>> widget, but only put the new data (image) to the draw widget.
>> I think the /OVERPLOT keyword for IIMAGE does equivalently what I
>> want, but I can`t follow the itools syntax for this feature.
>>
>> Thank you for every input,
>> Helmut Ahammer
>
> Dear Helmut,
>
> the only thing you need to know is the id of the draw widget. You do not
> need to copy this information elsewhere. You must only ask for it.
>
> If the draw widget is already realized then you can get the id of the
> widget by it's uname.
> id=WIDGET_INFO(event.top,FIND_BY_UNAME='DRAW_WINDOW')
>
>
> How to use uname you could see here:
> http://www.fz-juelich.de/vislab/software/idl_samples/Widgets /Oberflaechen
> wid5.pro
>
>
> Further examples you'll find at
> http://www.fz-juelich.de/vislab/software/idl_samples
> IDL-Beispielsammlung.html
>
> cheers
>
> Reimar

Thank you very much,

my display widget (a tlb widget) works already with the drawID and setting of the UVALUE for the event handling in a similar way as is done in your widget example (Oberflï¿½chen). But how is this done between two tlb widgets? Perhaps I can store the drawID into a global variable or pointer and put the new image from the second tlb direct into the draw widget of the display widget.

Thanks, Helmut