
Subject: Re: xmanager to call object methods?

Posted by [mmiller3](#) on Wed, 21 Apr 2004 15:16:13 GMT

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>>>> > "Oliver" == Oliver Thilmann <justspam03@yahoo.de> writes:

> Hi, is there any generic way to handle events via objects,
> i.e. make xmanager (or something like it) call an object
> method instead of a function or procedure?

> The reason is that in my current design, I use the uvalue
> of evt.top to store a reference to the object currently
> handling UI input in the respective window and then call
> the event-handler of that object from an intermediate
> function. Alas, that's not possible in all cases. Without
> going into details: I ended up trying to pull myself out of
> the swamps by my own hair as Munchhausen did.

There is generic_class_event in the RSI user-contrib library
<http://www.rsinc.com/codebank/search.asp?FID=209> . (and I'll
stick a copy below...)

Mike

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```
;+
; This routine is called when an event occurs in any object-based TLB.
; In turn, the ::EVENT method of the class whose object reference is
; stored in the EVENT.HANDLER's UVALUE is called.
;
; @Param
; Event {in}{required}{type=structure}
; Any sort of IDL GUI event
;
; @Examples
; <pre>
; Widget_Control, TLB, Set_UValue = self, Event_Pro = 'Generic_Class_Event' <br>
; XMANAGER, 'GENERIC_CLASS', TLB
; </pre>
;
; @History
; June, 2001 : JLP, RSI
;-
```

```
Pro Generic_Class_Event, Event
COMPILE_OPT STRICTARR
Widget_Control, Event.Handler, Get_UValue = oSelf
If (N_elements(oSelf) eq 1) then Begin
  If (Obj_Valid(oSelf)) then Begin
    ;
    ; A class that uses this routine must have a method
    ; named "::EVENT".
    ;
    oSelf->Event, Event
  EndIf
EndIf
End
```
