
Subject: Re: IDLgrLegend Property Sheets, array properties
Posted by [sdettrick](#) on Tue, 20 Apr 2004 18:18:18 GMT
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I hate to reply to my own message but it has occurred to me that I can just register each element of the ITEM_NAME and each triplet of the ITEM_COLOR as a separate property with a separate name (e.g. ITEM_NAME0, ITEM_NAME1, etc). In principle I guess the following would work (I say "in principle", because so far I can't get it to work)

```
; Register ARRAY properties element-by-element
for i=0,n_elements( item_names )-1 do begin
  self -> IDLitComponent::RegisterProperty, $
    'ITEM_NAME'+strtrim(i,2),/STRING
  self -> IDLitComponent::RegisterProperty, $
    'ITEM_COLOR'+strtrim(i,2), /COLOR

  self -> IDLitComponent::SetPropertyByIdentifier, $
    'ITEM_NAME'+strtrim(i,2), item_names[i]
  self -> IDLitComponent::SetPropertyByIdentifier, $
    'ITEM_COLOR'+strtrim(i,2), reform( item_colors[*],i)
)
endfor
```

Then the event handler could use SetProperty instead of SetPropertyByIdentifier to make changes to the actual ITEM_NAME array property:

```
new_value = WIDGET_INFO(event.id, $
  COMPONENT = event.component, $
  PROPERTY_VALUE = event.identifier)
if strmatch( event.identifier, 'ITEM_NAME*' ) eq 1 then begin
  self -> IDLgrLegend::GetProperty, item_name=item_names
  modify = fix( strmid( event.identifier, $
    strpos( event.identifier,'ITEM_NAME') $
    +strlen('ITEM_NAME'))
  item_names[modify] = new_value
  self -> IDLgrLegend::SetProperty, item_name=item_names
endif
```

By the way this is all inside a class which inherits from the IDLgrLegend class.
