
Subject: IDLgrLegend Property Sheets, array properties

Posted by [sdettrick](#) on Tue, 20 Apr 2004 00:07:36 GMT

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Hi,

I have a GUI with object graphics (not an iTool GUI), which has an IDLgrLegend object. I have registered some properties of the IDLgrLegend with the IDLitComponent framework, so that I can interactively change the Legend properties with an event handler. It works well for scalar variables.

However, both the ITEM_COLOR and ITEM_NAME (and all ITEM_* keywords) are ARRAYS, not SCALARS. IDLitComponent::RegisterProperty can't handle this - even in the documentation there seems to be no way to register an ARRAY property.

Does anyone know of a workaround for this? This is NOT the IDLgrLegend problem treated by RSI tech tip #3678.

Thanks in advance,

Sean Dettrick

PS

In a little more detail, the code crashes at the line of code where the property sheet is declared:

```
Result = WIDGET_PROPERTYSHEET( wpopup, VALUE = self )
```

The ARRAY property which causes the code to crash is the ITEM_NAME, which I have registered with the line:

```
self -> IDLitComponent::RegisterProperty, 'ITEM_NAME', /STRING
```

The IDL error output is:

```
% WIDGET_PROPERTYSHEET: Expression must be a scalar or 1 element array  
in this context: <STRING  Array[2]>.
```

```
% Execution halted at: MYLEGEND::PROPERTYSHEET
```

In contrast, these scalar properties all work well:

```
self -> IDLitComponent::RegisterProperty, 'TEXT_COLOR', /COLOR  
self -> IDLitComponent::RegisterProperty, 'SHOW_OUTLINE', /BOOLEAN  
self -> IDLitComponent::RegisterProperty, 'OUTLINE_THICK', /FLOAT
```

The ITEM_COLOR property doesn't crash it (because it expects an RGB triplet array), but it only allows you to interactively change the

color of the first item in the list:

```
self -> IDLitComponent::RegisterProperty, 'ITEM_COLOR', /COLOR
```
