
Subject: Multiple dialogs question

Posted by [Russ Welti](#) on Wed, 12 Apr 1995 07:00:00 GMT

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Hi people--

If I already have a good standalone dialog, using widgets, and I want to be able to have multiple instances of it in one IDL session, I run into problems because the COMMONs of the second instance overwrite those of the first, so that the first dialog loses track of its critical data.

I understand why it happens, but does anyone have a painless way to change the source to allow multiple instances? All I can think of is major surgery, where the COMMON data becomes *arrays* of data, and then I construct UVALUES at build-time which indicate (at event-time) which array element from the COMMON to look at. Yuck. Isn't there something I'm missing -- something faster/easier?

Thanks for any tips,

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