Subject: Re: valid vs managed widget
Posted by David Fanning on Tue, 20 Jul 2004 15:07:33 GMT

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Ben Tupper writes:

> When I want to have a particular GUI realized only once (say for a GUI based
> object property editor) I have always used ...
>
> If WIDGET_INFO(myWidgetID, /VALID_ID) EQ 1 BEGIN
> WIDGET_CONTROL, myWidgetID, /SHOW
> RETURN
> END
>
>
> But this morning the heavy fog out on the bay has crept into my mind and filled
> it with a nagging doubt; should I be testing if IDL is already managing the
> widget ID instead? Some combination? And just what is the difference between a
> VALID ID and a MANAGED ID?
>
> Here's the online description of each keyword to WIDGET_INFO.
>
> VALID_ID
> Set this keyword to return 1 if Widget_ID represents a currently-valid widget.
> Otherwise, 0 is returned.
>
>
> MANAGED
> Set this keyword to return 1 if the specified widget is managed, or 0 otherwise.

I'd have to do some experimenting to know for sure, but
I doubt whether a "managed" widget is even meaningful in
this day and age when you don't even really need an XMANAGER
call to run a widget program. Non-blocking widget programs
run without it, although you do have to set the MANAGED
keyword on the TLB, so maybe it does still make some sense,
although presumably only for the widget that has the MANAGED
keyword set for it.

   http://www.dfanning.com/widget_tips/xmgrneed.html

If VALID_ID is working for you, I think I'd stick with it. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/