Subject: Re: problems with passing structures around in gui widgets Posted by David Fanning on Thu, 05 Aug 2004 20:53:14 GMT

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Jeff Guerber writes:

- Naah. You just always reference "(*info)" (including parentheses!)
- > instead of just "info". Everything else stays the same:

>

- > *info.data = BytArr(50, 100)
- > *(*info).data = BytArr(50, 100)

I suppose. But when I read my code I think it looks like a Beetle Bailey cartoon with Sarge yelling at the troops. "Beetle, you *&%* nincompoop!"

- > (Well, that's what I used to do, until I learned how to do all this
- > in objects. Now it's just "self", and I don't have to check it in OR out.
- > Wooo!)

Yes, it is a natural progression, isn't it? You would love my library, where even the widgets are objects. Sometimes I think I have completely forgotten how to write a *real* widget program. :-)

Cheers.

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/