Subject: problems with passing structures around in gui widgets
Posted by soule on Wed, 04 Aug 2004 19:59:22 GMT

I'm writing a GUI to streamline some data reductions and have run into
two problems passing information from the main program to the event
handler and back:

1) I can't reassign arrays to arrays of different size.
 I have created a 1x1 array (as close to empty as IDL could get-- [0])
in the main (base widget) that I want to assign 1024x1024 or 1024x160
values during event handler calls. However, IDL won't write a larger
array over a smaller one in this case, even though it will at the
command line... ex:
a=indgen(1,1,1)
a=indgen(2,2,2)

2) I can only access (& change) the data from the main once and then
IDL spews back this message:
 % Expression must be a structure in this context: INFO.
 % Execution halted at: INTERFACE_EVENT   16
 %   WIDGET_PROCESS_EVENTS
 % $MAIN$
Which is great, except that info IS a structure that I'm using in the
main to contain everything I want to be able to alter during the
events and setting it to be the uvalue of the top-level base. So, I
can load the data, but not perform any operations on it, because that
would require calling a second event. Peachy.

Any ideas as to workarounds?

Thanks,
R Soule