Subject: Re: event_pro for compound widgets -- fsc_field issues and handler field Posted by Benjamin Hornberger on Wed, 08 Sep 2004 18:39:45 GMT

View Forum Message <> Reply to Message

```
David Fanning wrote:
> Benjamin Hornberger writes:
>
>
>> I am guite confused now and can't figure out how to write a compound
>> widget which has an event pro keyword and behaves like a regular basic
>> widget. Sorry for the lengthy message...
>>
>> My compound widget is supposed to control a stepping motor and will
>> consist of a non-editable field with the current position, editable text
>> fields for "move to position" and "move by distance", a slider to set a
>> step size and two buttons to move forward and backward in steps whose
>> step size is set by the slider. As text fields, I am using David
>> Fanning's fsc_field.
>>
>> This compound widget I want to include in other widgets by something like
>>
>> motor1 id = cw move motor(parent, ..., event pro = 'motor1 event')
>>
>> When I change the step size of the slider, this should only affect the
>> CW itself (updating its internal "stepsize" value and a displayed
>> number"). I could manage to do that already.
>>
>> All other events (hitting enter in the moveto or moveby field, or
>> clicking the forward / backward buttons) should send an event structure
>> to motor1_event.pro (something like { CW_MOVE_MOTOR, id: id, top: top,
>> handler: handler, type: 0L, moveby: 0D, moveto: 0D, stepsize: 0D } where
>> type holds a code for whether it was a moveto or moveby request, etc.).
>>
>> Then, of course I would want to write
>>
>> PRO motor1_event, event
    IF event.type EQ 0 ...
>>
>>
>>
>> Now, what do I do? In the CW definition function, I define
>> event_func='cw_move_motor_event' for my fsc_fields, buttons etc., This
>> cw move motor event.pro will create and return the desired event
>> structure. But where is that returned to?
>>
>> And of course I have to define a keyword event_pro in my CW definition
```

>> function which will hold a string with the event handler procedure's

>> name. How do I make sure that in case of an event, my event structure is

```
>> created and passed to that procedure?
>
> You are on the right track here, in fact you have done almost
  everything right. Almost. :-)
> The way event handling works is that an event that gets into
> an event handler *procedure* is acted upon and the event is
> then said to be "swallowed". It doesn't go any further.
>
> But if the event handler is a *function*, there are other
> possibilities. Functions return values. If the return value
> from an event handler function is a structure, and if that
> structure has ID, TOP, and HANDLER fields, then the return
> value is treated as if it were an event structure, and the
> event "bubbles up" from that event handler in the normal
> way all events "bubble up" a widget hierarchy.
> So, if your compound widget event handler is a function (use
> the EVENT_FUNC keyword instead of the EVENT_PRO keyword to
> assign it), then you have the possibility of having an event
> "bubble up" to the next higher widget in the widget hierarchy,
> I.e., the parent of the compound widget. If you don't want the
> event to bubble up (that is, you wish to swallow the event),
> then just return something from your event handler function
> that is not a structure. (A zero is typically used.)
>
 *But* you want to be able to *assign* an event handler to
> the compound widget (and who wouldn't?). So you are
> probably going to have to create EVENT PRO (and, to be
> complete) EVENT FUNC keywords for your compound widget,
> and store the results in your info structure.
>
  So then, you get to the end of the compound widget event
  handler, and you have some choices to make:
>
    myEvent = {ID:info.tlb, TOP:event.top, HANDLER:0L, ...}
>
>
    ; Do I want to return anything? No!?
    IF handled THEN RETURN, 0
>
>
    ; Did the user provide an EVENT_PRO?
    IF info.event_pro NE "" THEN BEGIN
>
      Call_Procedure, info.event_pro, myEvent
>
      RETURN, 0
>
    ENDIF
>
    ; Did the user provide an EVENT FUNC?
```

```
IF info.event func NE "" THEN BEGIN
>
      ok = Call Function(info.event pro, myEvent)
>
      RETURN, 0
>
    ENDIF
>
>
>
    ; Do I want to pass the event along to my parent? Yes!
    RETURN, myEvent
>
>
> That should get you going. :-)
>
> Cheers,
> David
```

Thanks, David, that helped a lot. Actually I was almost getting there myself after finding the right section in the IDL help. One more thing I wanted to ask:

Is there a reason that fsc field will handle all events internally unless event pro or event func are specified? Which means, it's not possible to have events "bubble up" the hierarchy directly (or is it?).

I am using fsc_fields in my compound widget and want to have their events handled by the CW's base's event handler. It is important that event.handler is that base's ID because I store the CW's internal variables in the first child's user value (as recommended by the IDL help) and I access that in the event handler by widget_info(event.handler, /child). If I specify the event handler for the fsc fields directly (using the same function as for the CW's base), event.handler will be wrong.

Currently, I am working around by specifying an event_func='fsc_field_event' for all fsc_fields, which reads

```
FUNCTION fsc_field_event, event
  return, event
END
```

which will make the fsc fields handle their events externally while having the event bubble up the hierarchy (yes, I understood the point you were describing above!). That works, but seems a little ugly.

Ok, since I have a workaround it's not serious. I was just wondering why fsc_field behaves like that.

Thanks for your help,

Benjamin

Page 4 of 4 ---- Generated from comp.lang.idl-pvwave archive