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Subject: Re: Storing variables in multiple widgets applications

Posted by [R.Bauer](#) on Sun, 07 Nov 2004 10:39:02 GMT

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Jes?s Dom?nguez Colino wrote:

> James Kuyper <kuyper@saicmodis.com> wrote in message  
news:<418914D8.70008@saicmodis.com>...

>

>> When you have many parameters, I think you'll find that many of those  
>> parameters are specific to the component parts of your widget, rather  
>> than being specific to the top-level base. Therefore, store those  
>> parameters in the user values of the corresponding components.

>

>

> But when you kill these components you have to pass the parameters to  
> the top-level base or store them somehow. Just imagine you need all  
> the parameters for a "process button" in the top-level base.

> Greetings,

> Jes?s

Dear Jes?s

this is a small example from our exercises. It shows how to use a  
pointer as uvalue. The pointer stays as long as it is destroyed.

[http://www.fz-juelich.de/vislab/software/idl\\_samples/Widgets/Oberflaechen/wid5.pro](http://www.fz-juelich.de/vislab/software/idl_samples/Widgets/Oberflaechen/wid5.pro)

more examples you'll find here.

[http://www.fz-juelich.de/vislab/software/idl\\_samples/IDL-Bei spielsammlung.html](http://www.fz-juelich.de/vislab/software/idl_samples/IDL-Bei spielsammlung.html)

cheers

Reimar

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a IDL library at Forschungszentrum Juelich

[http://www.fz-juelich.de/icg/icg-i/idl\\_icglib/idl\\_lib\\_intro.html](http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html)

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