Subject: Re: Linking buttons to plot windows
Posted by David Fanning on Mon, 20 Dec 2004 22:11:05 GMT
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## Clive Cook writes:

```
    Thanks David, i'm pretty new to widget programming so i am not really sure
    what to do. This is an example of the code that the GUIbuilder generates. I
    assume that the first part of the code (WID_BASE_0_event) handles the
    events, so when i press wid button 1 the function contour1 is called. As i
```

- > events, so when i press wid\_button\_i the function contour i is called. /
- > mentioned before this plots in the last area designated for plots
- > (wid\_draw\_1). How can i specifically plot it in the first area (wid\_draw\_0)?

It is my humble (and mostly ignored) opinion that it is \*impossible\* to use the GUI\_BUILDER to create widget programs. At least programs you can understand. And this code is like running your fingernails across the blackboard to me. But, your code will look something like this (assuming the CONTOUR event handlers aren't doing something weird):

```
pro WID BASE 0 event, Event
wWidget = Event.top
 case Event.id of
  Widget_Info(wWidget, FIND_BY_UNAME='wid_button_0'): begin
   if( Tag_Names(Event, /STRUCTURE_NAME) eg 'WIDGET_BUTTON' )then $
    BEGIN
    drawID = WIDGET INFO(wWidget, FIND BY UNAME='WID DRAW O')
    Widget Control, drawID, Get Value=wid
    WSET, wid
    contour1, Event
    ENDIF
  end
  Widget Info(wWidget, FIND BY UNAME='WID BUTTON 1'): begin
   if( Tag_Names(Event, /STRUCTURE_NAME) eq 'WIDGET_BUTTON' )then $
    BEGIN
    drawID = WIDGET_INFO(wWidget, FIND_BY_UNAME='WID_DRAW_1')
    Widget Control, drawID, Get Value=wid
    WSET, wid
    contour2, Event
    ENDIF
  end
  else:
 endcase
```

end

If that is not the ugliest code I've ever posted in a newsgroup, I don't know what is. :-(

Cheers,

David

P.S. Really do yourself a favor and ditch the GUI\_BUILDER. You (and your boss) will be glad you did. :-)

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