
Subject: Modal dialog - returning values

Posted by [david.anthony.roberts](#) on Mon, 21 Mar 2005 08:54:37 GMT

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Have read lots of solutions to this problem but none seem to apply? Im new so forgive me.
Here is my code

```
pro Create_Images, Event
Image_Create,GROUP_LEADER=Event.top
end
```

(Image_Create brings up a modal dialog box that was created using the automatic IDL gui generation i.e. I put the buttons on and it wrote the Image_Create.pro and Image_Create_eventcb.pro for me)

Ive read I can store a pointer in the top level but have already got something stored there - the code below shows what I put there

```
imagestore=CREATE_STRUCT(imagestore,'invertedsmallarray',invertedsmallarray)
wDraw=WIDGET_INFO(Event.top,FIND_BY_UNAME='Draw')
WIDGET_CONTROL,wDraw,SET_UVALUE=imagestore
```

Therefore if I put a pointer in the top level base will I loose imagestore?

I have a modal dialog box that just returns a float so i used a COMMON block (but believe this is not advisable). I cant do this now beacuse I want to return an array (structure) generated in the modal dialog.

Also should I be storing stuff as above - it was the only way I found I could pass information around my gui program (i.e. between procedures)

Thanks in advance

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