## Subject: Re: Beginer question about the @ usage Posted by David Fanning on Wed, 27 Jul 2005 20:09:34 GMT

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## Paul Van Delst writes:

>

>

>

> >

> END

dependent

> The usual exception to the each-function-in-its-own-file rule is things like widget code where event

```
> handlers are placed in the same file as the widget creation code, e.g. mywidget.pro contains:
>
 PRO Exit Event, Event
   WIDGET CONTROL, Event. Top, /DESTROY
 END
>
>
 PRO mywidget
    Top_Level_Base_ID = WIDGET_BASE( COLUMN = 1, $
>
                      MAP = Map. $
>
                      MBAR = Menu Bar ID, $
>
                      TITLE = 'MyWidget')
>
    File Menu ID = WIDGET BUTTON( Menu Bar ID, $
>
                    VALUE = 'File', $
>
                    /MENU)
>
    File_Exit_ID = WIDGET_BUTTON( File_Menu_ID, $
>
                    VALUE = 'Exit', $
>
>
                     EVENT_PRO = 'Exit_Event', $
                    /SEPARATOR, $
>
                    UVALUE = 'Exit')
>
```

- Note that the MAIN routine, mywidget, is AFTER the event handler. This ensures that the
- > "Exit\_Event" routine is compiled whenever the "mywidget" procedure is invoked. If you put the event
- > handler after the main routine, it would not get compiled.

WIDGET CONTROL, Top Level Base ID, MAP = Map, \$

UPDATE = 1

XMANAGER, 'mywidget', Top Level Base ID

REALIZE = 1, \$

Paul is certainly correct, but I do wish he had named that event handler MYWIDGET\_EXIT\_EVENT. Giving arbitrary names to utility routines (for, in fact, this is what any module in the file \*before\* the main or command module is) will lead you, eventually, to spending a long week trying to figure out why your code works perfectly sometimes and not at all other

times.:-)

Here is an article if you are interested in learning more:

http://www.fanning.com/tips/namefiles.html

Cheers,

David

David Fanning, Ph.D. Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.dfanning.com/