Subject: Re: draw widgets and programming
Posted by knighton on Wed, 14 Jun 1995 07:00:00 GMT
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In <CHARLES.95Jun12140540@omcen.berkeley.edu> charles@omcen.berkeley.edu (charles bartels 515) writes:

> Hi,

> I'm currently trying to write a widget program using the widget
> builder. I had no problem actually getting the template of the widget
> made. What I'm having trouble with is connecting the program to the
> widgets. Specifically, having a "button press" event wset to a draw
> widget and then plotting some data. The widget *.pro contains the
> lines:

>   COMMON DRAW5_Comm, DRAW5_Id
>   WIDGET_CONTROL, DRAW5, GET_VALUE=DRAW5_Id

> when the button event is pressed I tried to

>   wset, DRAW5_Id
>   etc...

> but that didn't work at all. IDL said that the variable "DRAW5_Id"
> was undefined.

> Does anyone know what the problem is?

I fired up the widget builder and created a base with only a draw widget. The
following code was produced:

```
PRO MAIN13_Event, Event
  WIDGET_CONTROL,Event.Id,GET_UVALUE=Ev
  CASE Ev OF
  'DRAW2': BEGIN
    Print, 'Event for DRAW2'
    END
  ENDCASE
END

PRO test, GROUP=Group
  IF N_ELEMENTS(Group) EQ 0 THEN GROUP=0
  junk   = { CW_PDMENU_S, flags:0, name:'' }
  MAIN13 = WIDGET_BASE(GROUP_LEADER=Group, $
    COLUMN=1, $
    MAP=1, $
```

```
     TITLE='Test', $
     UVALUE='MAIN13')
  DRAW2 = WIDGET_DRAW( MAIN13, $
     BUTTON_EVENTS=1, $
     MOTION_EVENTS=1, $
     RETAIN=0, $
     UVALUE='DRAW2', $
     XSIZE=100, $
     YSIZE=100)
  WIDGET_CONTROL, MAIN13, /REALIZE

  ; Get drawable window index

  COMMON DRAW2_Comm, DRAW2_Id
  WIDGET_CONTROL, DRAW2, GET_VALUE=DRAW2_Id

  XMANAGER, 'MAIN13', MAIN13
END
```

It looks like the event handler (MAIN13_Event) doesn't have the common block
DRAW2_Comm which is defined in the widget definition procedure (test). This
means that when an event occurs and the event handler is called, the window
id DRAW2_Id is not defined. In IDL all variables are local unless they
are exported through a common block or are system variables.

Try putting the statement:

COMMON DRAW2_Comm

in the event handler. Or better yet, simply call a procedure from the event
handler to perform the desired action and put the common block in that procedureinstead.

I hope that this helps.

Ken Knighton

General Atomics, Fusion Division