Subject: Re: Problem with INFO definition
Posted by David Fanning on Tue, 16 Aug 2005 15:57:38 GMT
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pravesh.subramanian@gmail.com writes:

> I am a big fan of David's book and I like the way Info structure has
> been used. I use the same method to handle data to be passed around.
> In one of my Event handler proc, I am returned a 1-d array which I
> would like to put in Info.
> Since I do not know the size of this array, how is it possible to
> define this 1-d array in the INFO structure in the Widget Def. Module?
>
> currently, I do something like this...
>
> 1-d = bytarr(32000)
> ...
>
> info = { $
>   ......
>   1-d: 1-d $
>   }
>
> I really donno what size this array could take (anything between 0 and
> 32000).
> Is there a way to define this element in the event handler and not the
> WDM? What if the size of this array is not fixed (say the 32000 factor
> is not available).

Anytime you have information in the info or state structure
and you don't know how big it is, or the size might be changing,
you use a pointer to store it. This doesn't change the size
of the info structure, and allows you to redefine your data
at will.

info = { $
    ....
     data: Ptr_New(), $
    }

When you go to fill it up:

  IF Ptr_Valid(info.data) THEN $
    *info.data = data ELSE info.data = Ptr_New(data)

Of course, you need to free the pointer in the CLEANUP
method of the widget program, so you don't leak memory
when your widget program is destroyed.

Cheers,

David

P.S. I thought this was explained pretty well in that
darn book. :-)
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