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Subject: Re: Creating Panels in iTools

Posted by [David Alexander](#) on Wed, 23 Nov 2005 17:22:23 GMT

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James,

When you create and register your own UI panel the default is to always put it on the right, as you've seen. The location of the UI panel is specified by the ORIENTATION keyword to CW\_ITPANEL. If you set this keyword to 0, it will place the panel on the left.

There are two ways to use panels:

1) The simple method: Just register your panel according to the docs, and your panel shows up in the GUI (on the right). You're probably doing it this way now.

2) The complex method: Implement your own GUI code for the iTool interface, and specify that you want the panel on the left (with the ORIENTATION keyword described above). Here's the deal: The default appearance of an itool GUI is defined in the IDLitWdTool.pro routine, which is used by all the standard RSI iTools. If you want to change the elements or appearance of your own iTool, you have to implement your own version of this file. This is where you would call CW\_ITPANEL and set the ORIENTATION keyword. This is explained in the section "Creating a Custom iTools Widget Interface" in the iTool Developer's Guide.

For the mouse-click events in your panel, you'll handle mouse events on your draw widgets like you would in any widget application (ie, use the BUTTON\_EVENTS keyword when creating your draw widget, and implement an event handler). You'll probably need to save a reference to the tool object and any other objects you might need in the state structure of your panel widget. Probably the easist thing to do is to store all the image data in the itools data manager, then when the user clicks on a thumbnail detemine which thumbnail they clicked, then get the image data for that image from the data manager and replace the data in the image visualization with the new data.

If that doesn't make sense, let me know, I can go into more detail.

Dave

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