Subject: Re: Leaving XMANAGER
Posted by David Fanning on Mon, 12 Dec 2005 17:49:13 GMT
View Forum Message <> Reply to Message

## James Everton writes:

- > Hope your holidays are all going well. Lucky for me, mine can't
- > actually start until I get some IDL programming done, so here I am
- > asking for a little help.

>

- > I'm writing a function at the moment that uses widgets, and since I'm
- > still learning my way around IDL, I'm using XMANAGER at the moment to
- > handle all of my events. However, in my widgets, I have a button that,
- > once pushed, needs to have the main function exit and return a 1,
- > whereas if they hadn't pushed the button and had closed the program, it
- > would return a -1.

>

- > The problem I'm having is that when I enter XMANAGER after the button
- > gets pushed, I can close down the widget using:
- >> WIDGET\_CONTROL, event.top, /DESTROY
- > however, I can't find a way to have a variable passed back to the main
- > function that originally called XMANAGER, so that I can return from
- > there with a 1.

>

- I tried attaching a variable to the uvalue of my button and modifying
- > that in the XMANAGER event, but I soon found out that when I destroy
- > the widget hierarchy in my event handler, I can't use the button's
- > uvalue because (\*gasp\*) it got destroyed already.

>

- > Is there some way to pass a variable to XMANAGER outside of the widget
- > hierarchy, or maybe have XMANAGER somehow return out of my function
- > with the 1 that I want it to?

Pointers. :-)

You want to read this article:

http://www.dfanning.com/widget tips/widget tips/popup.html

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/