Subject: Any sugg. 4 adapting to new IDL widget keyword NO_COPY? Posted by pierce on Wed, 12 Jul 1995 07:00:00 GMT

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I'm just adapting my programs to IDL's new method of compound-widget state-management which uses the NO_COPY keyword to WIDGET_CONTROL instead of the CW_LOADSTATE/SAVESTATE. For simply CW's, the process is relatively painless. But I have major programs which are essentially CWs. Routines inside such CWs must call other routines in the same CW; users of the CW must also be able to call CW routines. The best method I could come up with is as follows:

Routines which must be called by both users and other CW routines all take the keyword STATE. When one CW routine calls another, the first passes its state (by reference) to the second via the STATE keyword. The second routine uses & perhaps modifies the state, then returns. It is up to the caller to make sure that the state was loaded out of the UVAL at the beginning and to make sure that it's put back when the caller's done.

When a user calls a CW routine, however, the routine sees that the STATE keyword is undefined and thus loads the state itself & saves it when its done.

Since all this passing of states got somewhat cumbersome, I, in some cases, had the CW caller load the state into a common block & unload it when finished.

Even this already rather inelegant strategy did not suffice. IDL wouldn't let me access the UVAL stash of my dying widget from my CLEAN routine, so I had to leave a copy of the state in the common block just for its use.

Basically, I'm frustrated because I never had to deal with any of this under the CW_LOADSTATE and CW_SAVESTATE system (Sure, bugs resulted from IDL's re-use of IDs, but now that IDL never re-uses IDs, that shouldn't be a problem). So that's why I'm asking

Has anyone else come up with a more elegant solution to this problem?

Is it feasible to keep using the 'OBSELETE' CW_LOADSTATE method?

I'd appreciate any input anyone has on this subject.

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