
Subject: Re: how to exchange variable between modal dialog and the main window?

Posted by [Ricardo Bugalho](#) on Tue, 21 Mar 2006 14:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I'm not familiar with the GUI builder but you need to use each widget's UVALUE to keep a reference to the information you want to keep around. Let's assume your dialog reads a number and a string. I could do it like this:

```
PRO OnPress,event
MyVars = { name: "", number: 0 }
; This dynamic variable will hold all the field
; I care about the dialog
MyVarsPtr = PTR_NEW(MyVars)
DlgGUI, MyVarsPtr, group_leader=event.top
; Now the data is accessible
IF (*MyVarsPtr).name EQ "John Smith" THEN ...
END
```

```
PRO DlgGUI, varsPtr, GROUP_LEADER=gl
dlgTLB = WIDGET_BASE(GROUP_LEADER=gl, /MODAL)
...
nameField = WIDGET_TEXT(dlgTlb, $
    UVALUE=varsPtr, $
    EVENT_PRO="dlggui_name")
...
numberField = WIDGET_TEXT(dlgTlb, $
    UVALUE=varsPtr, $
    EVENT_PRO="dlggui_number")
...
WIDGET_CONTROL, dlgTlb, /REALIZE
END
```

```
PRO dlggui_name, event
; Update the name field
WIDGET_CONTROL, event.id, GET_VALUE=name
WIDGET_CONTROL, event.id, GET_UVALUE=ptr
(*ptr).name = name
END
```

```
PRO dlggui_number,event
; Update the numnber field
WIDGET_CONTROL, event.id, GET_VALUE=numberStr
WIDGET_CONTROL, event.id, GET_UVALUE=ptr
number = 0
READS, numberStr, number
```

```
(*ptr).number = number
END
```

A better way to do it is to wrap it in a class, like this:

```
PRO OnPress,event
  dlg = OBJ_NEW('DLGGUI', GROUP_LEADER=event.top)
  myVars = dlg->getVars()
  OBJ_DESTROY,dlg
END
```

```
FUNCTION DLGGUI::INIT,GROUP_LEADER=gl
self.tlb = WIDGET_BASE(GROUP_LEADER=gl, /MODAL)
...
nameWidget = WIDGET_TEXT(self.tlb, $
  UVALUE={object:self, method:'onNameEvent'})
...
numberWidget = CW_FIELD(self.tlb, /INTEGER, $
  UVALUE={object:self, method:'onNumberEvent'})
...
WIDGET_CONTROL,self.tlb,/REALIZE
RETURN,1
END
```

```
PRO DLGGUI::onNameEvent,event
  WIDGET_CONTROL,event.id, GET_VALUE=name
  self.name = name
END
```

```
PRO DLGGUI::onNameEvent,event
  WIDGET_CONTROL,event.id, GET_VALUE=name
  self.name = name
END
```

```
PRO DLGGUI::onNumberEvent,event
  WIDGET_CONTROL, event.id, GET_VALUE=number
  self.number = number
END
```

```
FUNCTION DLGGUI::GetVars
RETURN,{name:self.name, number:self.number}
END
```

```
PRO DLGGUI__DEFINE
strcut = { DLGGUI, $
  tlb: 0L, $
  name: "", $
```

```
    number: 0 $  
}  
END
```

```
PRO EVENT_HANDLER, event  
; Event dispatcher for all my widgets  
Widget_Control, event.id, GET_UVALUE=msg  
IF event.top EQ 0 THEN top = event.id ELSE top = event.top  
CALL_METHOD, msg.method, msg.object, event  
END
```

On Mon, 2006-03-20 at 23:52 -0800, lindows wrote:

```
> I'm doing a project, about image processing. But I don't know how to how  
> to exchange variable between modal dialog and the main window. I can't  
> find more material about the message exchanging in IDL windows. Could  
> someone can help me?  
> Now I use the GUIBuilder, in main window, put a button and make a  
> procedure like this:  
>  
> pro OnPress, event  
>   dlggui, group_leader = event.top  
> end  
>  
> dlggui is another procedure, with  
> files: dlggui.pro, dlggui_event.pro, dlg_gui.prc.  
>  
> I don't know how I can transfer a variable or point A from main window  
> to dlggui, I want to change the value of dlggui, in main program.  
>  
> thanks.  
>
```
