
Subject: Re: objects and widgets
Posted by [btt](#) on Wed, 05 Jul 2006 13:21:50 GMT
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gnarlo@libero.it wrote:

> Dear all, I havent been around for pretty a long time, anyway, hope you
> all are doing fine.
> Imagine a program with a gui interface and callback procedures.
> i am writing the callback procedures, (basically the core of the
> program) but one thing occurs. I am using objects (self made, i wrote
> structures and methods) and i create them with obj_new at the '
> beginning' of my program, that is, i create the objects in the realize
> callback procedure of the base_0 widget. when I try to use the objects
> i have created in another unit program, for example a mouse button
> procedure, the object appears as undefined. I know for sure that the
> object was created but it appears that it doesnt have global scope. can
> anyone help? thanx to all in advance.
>

Hi,

While objects are persistent heap variables they really don't have the global scope you re assuming they do. You still have to tuck a reference to the object somewhere handy in you program. Your best bet is to store a reference to your objects in the UVALUE of the widget generating the event. I like to store both the object reference and the method that I want to call when the event occurs.

```
myWidgetID = WIDGET_SOMETHING(parent, ..., $  
    UVALUE = {OBJECT:myObjectReference, METHOD: "MethodForHandlingEvent"})
```

In the event callback access the the UVALUE that contains the reference using (very simple example)

```
PRO MYEVENT, ev  
    WIDGET_CONTROL, ev.ID, get_Uvalue = myInfo  
    CALL_METHOD, myInfo.method, myInfo.object, ev  
END
```

On the ATTVIS user contribution website there are some generic object-associated event handlers written by Jim Pendelton that give you more details. As always, check out David Fanning's very detailed resources on this subject.

Cheers,
Ben
