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Subject: Re: Question about selecting images from Draw Widgets

Posted by [gearoid.k](#) on Sat, 17 Mar 2007 12:57:17 GMT

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On Mar 17, 12:49 pm, gearoi...@gmail.com wrote:

> On Mar 17, 3:49 am, David Fanning <n...@dfanning.com> wrote:

>

>

>

>> gearoi...@gmail.com writes:

>>> This program takes in 10 images and displays the first 4 (image0 to

>>> image3) in the GUI. For the final function 'viewNext', I would like

>>> all the images (which are saved in the array 'images\_array' which is

>>> defined in the OpenFile function) to shift up by one place, such that

>>> image1 to image4 are displayed.

>

>>> Could you tell me how to do this?

>

>> Well, to start with, I wouldn't be using the GUI Builder

>> to build your widget program. The possibility that you might

>> actually understand how the program works is slim, to say

>> the least. :-)

>

>> Typically, what we do is store ALL the information we

>> need to run our program in an "info" structure. Suppose

>> we need the four drawIDs, the window index numbers that go

>> with the draw widgets, and the 10 images themselves. And

>> suppose we have stored these in the variables drawIDs,

>> wIDs, and theImages. (The array containing the images

>> is probably a pointer array, because we don't really

>> want to carry around 10 images.) We probably need some

>> kind of counter, so we know which image is first in the

>> image display. Let's call this imgCounter and suppose it

>> starts off at 0, so the first 4 of 10 images are displayed

>> in our windows.

>

>> info = {drawIDs:drawIDs, wIDs:wIDs, theImages:theImages, \$

>> imgCounter:imgCounter, numImages:numImages)

>

>> Usually, we make info a pointer, then we store it in

>> the user value of the top-level base, so it is accessible

>> to all the even handlers:

>

>> info = Ptr\_New(info, /No\_Copy)

>> Widget\_Control, tlb, Set\_UValue=info

>

>> This is typically done just before you call XMANAGER

>> to start your program running in the widget definition

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>> module (or sometimes called the command module).
>
>> Ok, so somewhere you have created a couple of buttons
>> named NEXT and PREVIOUS, and you have assigned an event
>> handler to them. Maybe you did something like this:
>
>>   buttonID = Widget_Button(baseID, Value='Next', $
>>     Event_Pro='MyProgram_ButtonEvents')
>>   buttonID = Widget_Button(baseID, Value='Next', $
>>     Event_Pro='MyProgram_ButtonEvents')
>
>> So when the user hits either the NEXT or PREVIOUS
>> button, the event will go to this event handler.
>> Here is how you write it:
>
>> PRO MyProgram_ButtonEvents, event
>
>>   ; Get the information you need to run the program.
>>   Widget_Control, event.top, Get_UValue=info
>
>>   ; Which button is this?
>>   Widget_Control, event.ID, Get_Value=buttonValue
>
>>   ; Set the image counter.
>>   CASE buttonValue OF
>>     'Next': (*info).imgCounter = 0 > ((*info).imgCounter) + 1 < $
>>             ((*info).numImages-4)
>>     'Previous': (*info).imgCounter = 0 > ((*info).imgCounter) - 1 < $
>>             ((*info).numImages-4)
>>   ENDCASE
>
>>   ; Display the four images in the four draw widget windows.
>>   cnt = Indgen(4) + (*info).imgCounter
>>   FOR j=0,3 DO BEGIN
>>     WSet, (*info).wIDs[j]
>>     TV, *((*info).theImages[cnt[j]])
>>   ENDFOR
>> END
>
>> That's it. Pretty simple. :-)
>
>> Cheers,
>
>> David
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming: http://www.dfanning.com/

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>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")  
>  
> Thanks again David.  
>  
> So do you suggest that I work solely on the .pro file? And to forget  
> about the prc file?

That should read:

So do you suggest that I work solely on the .pro file? And to forget  
about the .prc file and the eventCallBack file?

That should read:

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