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Subject: Re: Question about selecting images from Draw Widgets

Posted by [gearoid.k](#) on Sat, 17 Mar 2007 12:49:28 GMT

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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  
> 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

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> 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/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Thanks again David.

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

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