
Subject: Re: Question about selecting images from Draw Widgets
Posted by [David Fanning](#) on Fri, 16 Mar 2007 21:01:12 GMT
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gearoid.k@gmail.com writes:

- > I am designing GUI, I have multiple draw widgets on screen at one
- > time. I am able to select the desired widget and find its ID but
- > cannot get access to the image that it is showing. For example, when a
- > user clicks on a draw widget, it takes that image and displays it in a
- > larger window. I imagine the code might look something like this:
- >
- > I am aware I can set the u_value to the image but this does not work
- > if I wish to use a few different images.
- >
- > Any help would be greatly appreciated.

Normally, ALL the information you need to run your program (e.g., Draw widget IDs, images, or pointers to images, etc., etc., etc.) is stored in a structure in the user value of the top-level base, where it is easily accessible to all the event handler modules that require the information. (Sometime this structure is *itself* stored in a pointer so it is easier to carry around with out making copies of the data all the time.)

If you write your programs this way, all information is immediately at your fingertips.

Another way you could write your program is to use the UVALUE of the draw widget to store the image that is displayed there. Then, if you can find the draw widget, you can find the image. But this method can get messy very quickly and I do NOT recommend it.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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