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Subject: Question about selecting images from Draw Widgets

Posted by [gearoid.k](#) on Fri, 16 Mar 2007 17:05:27 GMT

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Hello

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:

```
.*****begin
;
;Find the display widget that contains the desired image
  wDISPLAY_IMAGE_1 = WIDGET_INFO(Event.top,
  FIND_BY_UNAME='DISPLAY_IMAGE_1');
;Make sure something was found.
  IF(wDISPLAY_IMAGE_1 GT 0)THEN BEGIN

      ;code to assign the variable 'image' to the contents of
  DISPLAY_IMAGE_1
  ENDIF

;Now find main display
  wMAIN_DISPLAY = WIDGET_INFO(Event.top,
  FIND_BY_UNAME='MAIN_DISPLAY');
;Make sure something was found.
  IF(wMAIN_DISPLAY GT 0)THEN BEGIN

;Resize image for larger display
  image = CONGRID(image, 512, 512)
  TV, image

  ENDIF

.*****END
;
```

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.

-Ger.

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