
Subject: Re: get image from widget_draw

Posted by [Michael Galloy](#) on Fri, 01 Jun 2007 22:39:00 GMT

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On Jun 1, 12:13 pm, "skymaxw...@gmail.com" <skymaxw...@gmail.com> wrote:

> i'm not sure...you mean this one ?

>

> IF (widget EQ 'button_save') THEN BEGIN

> ;image=TVRD(TRUE=1)

> WIDGET_CONTROL,pic,GET_UVALUE=image

> ;help,image

>

> ENDIF

>

> IF (widget EQ 'button_show') THEN BEGIN

> ;TVSCL,image,TRUE=1

> WIDGET_CONTROL,pic,SET_UVALUE=image

> ENDIF

More like:

if (widget eq 'button_save') then begin

widget_control, pic, set_uvalue=image

endif

if (widget eq 'button_show') then begin

widget_control, pic, get_uvalue=image

tvsc, image, true=1

endif

But I wouldn't put "image" directly in the uvalue, I would put it my state structure or whatever equivalent you are using.

Mike

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