
Subject: Re: mbar and event handlers

Posted by [Ken Knighton](#) on Fri, 08 Dec 1995 08:00:00 GMT

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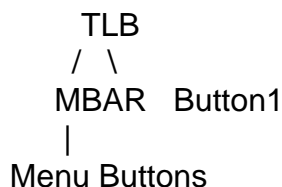
Runar J|rgensen <runar.jorgensen@fys.uio.no> wrote:

>>> This is because you are telling xmanager to assign the event handler
>>> to the menu bar base instead of the top level base.

>

> Not quite. The menu bar base is the top (or main, root) base.

Yes, quite. No, it is not. The widget created by the MBAR keyword is the first child of the top level base widget. The menu bar buttons created under the menu bar id are grandchildren of the top level base. The button you were creating in your previous post is the second child of the top level base.



In order to see this, create the widgets and realize them, but do not call the xmanager. Then use `widget_info(id, /child)`, `widget_info(id, /name)`, and `widget_info(id, /sibling)` to see what types of widgets that you get and who is related to whom.

Now, as far as handling the events, when xmanager is called with a name, and a widget id, it tacks the string '_event' onto the end of the name and then uses `widget_control`, `widget_id`, `event_pro=name` to assign this procedure name as the event handler for `widget_id`. All events that occur in widgets underneath this `widget_id` trickle up the widget hierarchy until they reach `widget_id` and are then handled by this event handler. If `widget_id` is not the top level base id (root in your original post) but instead is a child of the top level base, then there is no event processing being done for the top level base widget and any of its children that do not have an event handler assigned. As far as the event handler name goes, this can be made anything by using the `event_handler='...'` keyword to xmanager.

My response to your original post fixed the problems with your code as listed.

>

> My point is that unless the event handler routine is named according
> to the menu bar base it will not respond to events generated by any
> item in the menu bar. But it is responding fine to events generated by e.g.
> a button (child widget of top level base).

My point is that you do not know what you are talking about. I have written numerous widget applications using MBAR and they all work. Yours does not. Hmmmmm. I suggest that you look at some code that works and see what it does and emulate it. I also suggest that you read the IDL documentation. A little experimentation might also be helpful.

>
> But if the event handler routine is named after the menu bar name, it will
> respond to menu bar events but not to e.g. button widgets even if they are
> child of the same base.

I told you why this is in my first post and explained it a little more above.

> BTW, the base of a button can not be the name of
> the menu bar. I've tried.

Hmmmm. Just like it says in the manual. This must mean that a menu bar base is not the top level base as you were saying earlier.

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