Posted by JD Smith on Thu, 04 Oct 2007 22:40:33 GMT

> pro event_handler,ev
> widget_control,ev.top,get_uvalue=infostruct,/NO_COPY
> ...[handle event: make sure there is no return here!]...
> widget_control,ev.top,set_uvalue=infostruct,/NO_COPY
> end

Or, more aptly:

; make sure there is no return here, or any error or other stoppage

The problem with this NO_COPY method is that if any sort of stop,
including an error, happens while the event is being handled, your widget
program is "broken" and must be restarted, since the info UVALUE has gone
missing. If instead you store state information in a permanent place,
like on the pointer or object heap, you can easily patch up your broken
event code, retall, and continue where you left off. *So* much nicer for
development. I vote to ban /NO_COPY from general recommendation. It's a
bit more cumbersome to replace infostruct.x with (*infoptr).x, which is of
course why object widgets are so attractive (self.x).

JD