
Subject: Re: Widget Event_Pro question
Posted by [Spon](#) on Wed, 02 Apr 2008 15:38:16 GMT
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On Apr 2, 4:23 pm, David Fanning <n...@dfanning.com> wrote:

> Spon writes:
>> I need to define this array before any instances of widget B are open.
>> Can I use a value of [-1L] for this? Or is -1 a valid widget ID number
>> that might cause problems later if IDL decides to label one of my
>> widgets -1 at some point?
>
> All widget IDs are positive. But, a pointer comes
> to mind, too. :-)
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I think I'm already doing what you suggest, but just to be sure:

```
Graphs = PTR_NEW([-1L])
UVal = {Img:Img $
        ... ;
        ... ; Loads of other garbage
        Graphs:Graphs }
WIDGET_CONTROL, Base, SET_UVALUE = UVal
```

And then, when I realize a graph widget:

```
; Register the widget with top level UVal structure
*UVal.Graphs = [(*UVal.Graphs), GraphBase]
WIDGET_CONTROL, Event.Top, SET_UVAL = UVal
```

```
; Register top level widget ID in Graph widget UVAL
GraphUVal = { GroupLeader:Event.Top }
WIDGET_CONTROL, GraphBase, SET_UVAL = GraphUVal
```

Is this what you meant by using a pointer? Or could I do it more efficiently? The main problem this creates is in my graph deleting procedure, where I have to first check if the array contains any non-minus-one entries and then loop through them all, destroying the associated widgets and resetting them to -1.

Oh, and another question while I'm at it: I'm trying to check if a

widget still exists before trying to load its UVal, I thought that

```
IF WIDGET_INFO(GraphUVal.GroupLeader, /ACTIVE) THEN BEGIN
```

would do what I want, but apparently the /ACTIVE keyword doesn't work with an argument.

Chris
