
Subject: Re: pState structure without widgets?

Posted by [David Fanning](#) on Tue, 13 May 2008 14:48:48 GMT

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Gianluca Li Causi writes:

- > I'm developing an application that should be used in widget-mode as
- > well as in non-widget-mode, basing on the user's choice.
- >
- > As usual, I'm using the pState structure to communicate between widget
- > functions and store widget's values, but how can I still use this
- > variable in the non-widget-mode?
- >
- > I've originally coded the program in widget-mode, now I would try to
- > make it work in non-widget-mode without to re-write the full code....
- >
- > Could someone help?

Probably not, since I lack the imagination to even think how this could even happen. :-)

I'd write the darn thing as an object, though, with a GUI method for displaying the widget part of the program. Your pState structure then becomes the object member data, and you can use the program with or without a graphical front end.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
