

---

Subject: Re: widget\_problem

Posted by [d.poreh](#) on Tue, 22 Jul 2008 15:52:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Jul 17, 8:32 pm, Paul van Delst <Paul.vanDe...@noaa.gov> wrote:

> Justus Skorps wrote:

>>> Justus

>>> stil can not fix it. i have Liam E.Gumley's book but .....

>>> Cheers

>>> Dave

>

>> after u load your arrays (lets call them A) store them with

>

>> widget\_control, event.top, set\_uvalue=A, /nocopy

>

>> You have to change 'event.top' that it fits your program...

>> In your second button you can now load the arrays with

>

>> widget\_control, event.top, get\_uvalue=A, /nocopy

>

> but don't forget to put them back into your uvalue when you're done!

>

>

>

>> It is useful to

>

>> -store the data in the main widget

>> -use a structure to store every data you want

>

> I also tend to use procedures to get the Info state:

>

> ; Routine to get the Info state

> PRO GetState, ID, Info, No\_Copy = No\_Copy

> ; -- Get pointer

> WIDGET\_CONTROL, ID, GET\_UVALUE = InfoPtr

> IF ( PTR\_VALID( InfoPtr ) EQ 0 ) THEN \$

> MESSAGE, 'State Information pointer is invalid'

>

> ; -- Get state information structure

> IF ( N\_ELEMENTS( \*InfoPtr ) EQ 0 ) THEN \$

> MESSAGE, 'State information structure is undefined'

> IF ( KEYWORD\_SET( No\_Copy ) ) THEN BEGIN

> Info = TEMPORARY( \*InfoPtr )

> ENDIF ELSE BEGIN

> Info = \*InfoPtr

> ENDELSE

> IF ( Info.Debug EQ 1 ) THEN PRINT, 'GetState'

> END

```

>
> and to set the info state
>
> ; Routine to set the Info state
> PRO SetState, ID, Info, No_Copy = No_Copy
> ; -- Get pointer
> WIDGET_CONTROL, ID, GET_UVALUE = InfoPtr
> IF ( PTR_VALID( InfoPtr ) EQ 0 ) THEN $
> MESSAGE, 'State information pointer is invalid'
>
> ; -- Set state information structure
> IF ( N_ELEMENTS( Info ) EQ 0 ) THEN $
> MESSAGE, 'State information structure is undefined'
> IF ( KEYWORD_SET( No_Copy ) ) THEN BEGIN
> *InfoPtr = TEMPORARY( Info )
> ENDIF ELSE BEGIN
> *InfoPtr = Info
> ENDELSE
> IF ( (*InfoPtr).Debug EQ 1 ) THEN PRINT, 'SetState'
> END
>
> My widget event handlers then do something like:
>
> FUNCTION ComponentTest_LogLin_Event, Event
> ; -- Get main info state
> GetState, Event.Top, Info
>
> ; -- Print debug statement if required
> IF ( Info.Debug EQ 1 ) THEN PRINT, 'ComponentTest_LogLin_Event'
> ; -- Set the selected variable number index
> Info.LogLin_Index = Event.Value
>
> ; -- Save info state
> SetState, Event.Top, Info
>
> ; -- Display the result
> ComponentTest_Display, Event.Top
> RETURN, 0
> END
>
> Note how I call GetState and then SetState. Because I tend not to use /no_copy, it's
> really only an issue when I update a component of the info state (like in my example
> above). But, if you *do* use /no_copy, then I think you have to call SetState again to
> replace the info pointer.
>
> cheers,
>
> paulv

```

Thanks Justus and Paulv  
You help me very much. And it was very useful.  
Cheers  
Dave

---