
Subject: Re: Lions and tiger and objects, oh my!
Posted by [David Fanning](#) on Fri, 31 Oct 2008 20:45:24 GMT
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Vince Hradil writes:

> So here's the deal - I decided to take the plunge and try to write an
> app using objects. Specifically, I'm using a lot of the Catalyst
> library as a jumping off point. So far, I have crashed IDLDE about a
> dozen times this afternoon, but I have been able to actually create a
> TLB with some widgets on it. Still no event handling, though.

Whoa! I have to admit, it has been a while since I crashed
IDL. Feel free to ask questions. It will get me started on
the documentation. :-)

Remember all widget events go through the CatEventHandler
and get reformatted as an event structure with objects. You
can set the EVENT_OBJECT keyword on any widget-object in
the same way you might have set the EVENT_PRO keyword
previously. The events are then dispatched to the object
you choose, and are (normally) handed by that object's
EventHandler method. (Although you can specify the method,
too.)

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.")
