
Subject: Re: Lions and tiger and objects, oh my!
Posted by [Mike\[2\]](#) on Tue, 04 Nov 2008 21:31:32 GMT
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On Nov 3, 9:48 am, David Fanning <n...@dfanning.com> wrote:

> I've never used these routines, nor can I find them, but
> I imagine they are designed to do exactly the same thing:
> throw widget events and callbacks into the object system.

Yep - I got them from the IDL code library. They use a uvalue to get the object and then call the appropriate method. I associate a base with each object (shades of read_interfile here) and set up the event_pro like this:

```
widget_control, self.base, set_uvalue=self,  
event_pro='generic_class_event'  
xmanager, 'generic_class', self.base, /no_block
```

The generic_class_event routine looks like this:

```
; June, 2001 : JLP, RSI  
Pro Generic_Class_Event, Event  
COMPILE_OPT STRICTARR  
Widget_Control, Event.Handler, Get_UValue = oSelf  
If (N_elements(oSelf) eq 1) then Begin  
  If (Obj_Valid(oSelf)) then Begin  
  
    ;; A class that uses this routine must have a method  
    ;; named "::EVENT".  
    oSelf->Event, Event  
  EndIf  
EndIf  
End
```

so it calls the event method of the object. And similarly for the notify methods.

>> Also, is it really called CatEventHandler? I don't see
>> it anywhere in my copy of the sources...
>
> No, it is called CatEventDispatcher. I call it by some
> other name to throw would-be users completely off the
> track :-(

It worked :-) I'll take a look.

Thanks, Mike
