Subject: Capturing draw events
Posted by Phil Williams on Sat, 22 Jun 1996 07:00:00 GMT

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Widget programmers,

I was wondering if anyone out there can help me out with a problem....

Here's the situation. I have a widget with several control panels
created with coumpound widgets. They all have state structures which I
save in the uvalue of the first child of the base. These structures
typically have the ids of any child widgets that I need access to.

When one of these panels is displayed I want to send any draw events to
a different procedure to process the event and update child widgets of
that panel. However, the following does not work:

```
pro panel_draw_event, draw_event, parent

stash = WIDGET_INFO(parent, /CHILD)
WIDGET_CONTROL, stash, GET_UVALUE=r, /NO_COPY

widget_control, r.textwidgetid, $
 set_value=string(draw_event.x) + string(draw_event.y)

WIDGET_CONTROL, stash, SET_UVALUE=r, /NO_COPY

end
```

From the main widget I pass the event structure and the mainbase id of
the panel from when it was originally created. I have checked
panel_draw_event to make sure that parent was indeed the correct value
and it is. Can I only retrieve the structure r if the handler and the
parent are the same? If so, how can I work around this?

Any pointers would be greatly appreciated...

```
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