Subject: Re: Help with widgets code

Posted by hm342st on Wed, 09 Dec 1992 08:35:15 GMT

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- > PAS> Now, what I'm faced with is a lack of communication between the
- > PAS> two proc's. For instance, if I have displayed my fabulous image
- > PAS> into the draw widget, and then hand off control to the xmanager,
- > PAS> but then decide that I want a button (already defined) to
- > PAS> initiate a redraw of the image but using the log of the data, how
- > PAS> do I tell the event proc what the original image array was?
- > PAS> There appears to be no way to pass this information across the
- > PAS> xmanager call?
- > You need to use the UVALUE of one of the widgets; the top level widget
- > works best.
- > Before XMANAGER call:
- > WIDGET CONTROL, SET UVALUE=mydata, topwidget
- > In event handler:
- > WIDGET_CONTROL,GET_UVALUE=mydata,event.top
- > mydata can be an anonymous structure, an array, anything you want.
- > A few hints:
- > 1. Don't use common blocks in widgets ever: you pay for them later
- > if you want to support multiple instances of any particular
- > widget. IDL sample widgets (e.g. animate, slicer) suffer from this
- > problem.

This is not completely true concerning the common blocks. The first time using the widget set I was misleaded by the examples and used UVALUE just as an identifier. No idea assigning 'real' data to it.

I found a solution using common blocks. They are not as bad as it seems. It really depends on the data connected to them! I used list structures which are fairly easily to handle. Using e.g. the base_widget as a key in the list, it was possible to do all the things I, of course, better should have done using a more comlex UVALUE (multiple instances).

Nowadays I am using UVALUEs, but I could not get rid of the lists, either. I think, Vers. 3.0 with its possiblity to find out some relations between widgtes will remove further lists.

- J"org

Reply-To: joerg.plewe@mpi-dortmund.mpg.de