
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 misled 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 complex 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 possibility to find out some relations between
widgtes will remove further lists.

- J"org

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