Subject: Re: Help with widgets code

Posted by mberkley on Tue, 08 Dec 1992 21:29:44 GMT

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> On Mon, 7 Dec 1992 19:49:25 GMT, scowen@wfpc3.la.asu.edu (Paul A. Scowen) said:

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.
- 2. Remember that the uvalue is a copy of the original data, not a pointer to it. This is usually not a problem, but I had some problems with passing huge structs around because I could only pass a copy and not a pointer.

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