Subject: Re: programming with widgets Posted by David Fanning on Wed, 13 May 2009 00:58:39 GMT

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nata writes:

- > I'm a little bit confused when I use widgets..
- > To create a widget, sometimes I use objects with a function called
- > GenericClassEventHandler.
- > Something like this:
- > function widget::Init()
- > self.base=widget base(uvalue=self)
- > ...
- > xmanager, 'widget', self.base,
- > event_handler='genericclassevent_handler'
- > return,1
- > end

- > Sometimes I create procedures using the state structure in a User
- > Value. For example:
- > ...
- > state={var a: 0l, var b: 0l}
- > widget_control, base, set_uvalue=state, /no_copy
- > I don't know which is the best option to preserve the application
- > state and some variables...

>

- > Now, I need to create a widget to display a list of options. The user
- > will select one option and he'll close the widget. Something like the
- > DIALOG_MESSAGE() using the QUESTION keyword.
- > Something like this: result=MY WIDGET(options)

>

- > So, for do that, which is the best option?? Any ideas or
- > suggestions?

I'm a bit confused when I read your question. :-)

It seems to me what you want is a pop-up dialog widget, which just collects information from a user and returns it to the caller of the function. If that is the case, I don't think it much matters how you write it. Whichever way is faster for you, I guess.

But if you want to store the information somewhere, so it can be retrieved later (some kind of "configuration" object), then I think I would write this as an object with storage for the parameters of interest and a "GUI" method that could implement the pop-up dialog part of

the program.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")