Subject: Compound Widgets
Posted by weclifton on Sat, 29 Aug 2009 13:49:21 GMT

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Hi,

   I've been creating my own widgets sucessfully for a while but want
to leverage existing compound widgets for common tasks (duh). My
problem is I do not understand how to incorporate them into my
applications -- for example, I would like to use the cw_light_editor.

   I add it to a base widget (triggered by a menu event):

```
Pro edit_lighting, event

 ;Retreive pointer to structure of parameters to be passed between
events
  Widget_Control, event.top, GET_UVALUE=info

 ;Create base widget for light editor
  lightingBase=Widget_Base(COLUMN=1, TITLE='Lighting', GROUP_LEADER=
(*info).tlb, UNAME='lightingBase')

 ;Create compound widget, add my light object
  lightEditor = cw_light_editor(lightingBase, light=(*info).oLight0)

 ;Realize the base/compound widget
  Widget_Control, lightingBase, /REALIZE

End
```

My light object is simply:

```
 ;Create light object (oLight0 is added to the parameter structure)
  oLight0 = Obj_New('IDLgrLight')

 ;Set some properties
  oLight0->SetProperty, $
   INTENSITY= 0.500000, $
   LOCATION= [10.0000000, 10.0000000, 20.0000000], $
   TYPE= 2  ;Directional

 ;Add the light to my model object
  oModel->Add, oLight0
```

When I run this, my application freezes and IDL throws a fatal error.

What am I doing wrong? I've looked at the xdice.pro example and David

Fanning's book, but still can't figure out what is going on.

Thanks,
Bill