
Subject: Re: How to exchange data in multi-top-level base widgets?

Posted by [David Fanning](#) on Tue, 06 Jul 2010 15:26:18 GMT

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deerlux writes:

- > I'm trying to write a program with multi-windows. The main window is used
- > to display the main GUI, and the author windows used to input
- > parameters. The user data is lost when the child window is destroyed.
- > How can I transfer the data from child window to main window when the
- > child window is destroyed?

Typically the "parameter" window is written as a pop-up dialog widget.

http://www.dfanning.com/widget_tips/popup.html

Such a dialog is a blocking widget, written as a function that when it is destroyed returns the pertinent information to the caller of the dialog (i.e., your main GUI).

Other methods of communication are possible, too. For example, you can "send" an event containing information to your main GUI, using `WIDGET_CONTROL` and the `SEND_EVENT` keyword. Or, you could use Catalyst Widgets. Such widgets are objects and are designed with "message handling" built into them. One widget registers interest in another widget, and is "notified" if something interesting happens to that widget.

But I would think in your case a pop-up dialog is the easiest way to go.

Cheers,

David

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

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