
Subject: Re: EVENT_PRO

Posted by [David Fanning](#) on Mon, 29 Nov 2010 19:40:19 GMT

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David Fanning writes:

- > This means that in a Catalyst application a single
- > "event" might be sent to several different "event
- > handlers", rather than to a single event handler,
- > as happens in a strict widget program.
- >
- > In Catalyst you assign an "event handler" to a widget
- > with the EVENT_OBJECT keyword. There is an optional
- > EVENT_METHOD keyword that can be used select the actual event
- > method for this event object. Otherwise, the event
- > is always sent to the EventHandler method of the
- > event object.

I should probably point out that "event objects" don't have to be widgets. In fact, most of the time they are not. If you changed a colorbar object, for example, you might wish to update any number of image objects with the new color information. In this case, the event objects would be these image objects who need to know about the colorbar "event".

There is a parallel system of "messages" in the Catalyst Library that act in a similar way. An object can register an "interest" in the actions of another object and be "notified" when that action occurs. This is really just a more specific instance of "event handling" in objects.

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.")
