
Subject: Re: EVENT_PRO

Posted by [David Fanning](#) on Mon, 29 Nov 2010 19:02:26 GMT

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Paul van Delst writes:

- > Or maybe "MotionControl::SaveData" and "MotionControl::OpenData" ?
- >
- > Can objects be used this way in widget programming? If not, does the Catalyst library do all the necessary heavy lifting?
- >
- > I'm at the tipping point of wanting to learn something new in IDL widget-y stuff now that I'm IDL-OO-enthused. Using IDL
- > objects has made my code design a lot easier to understand (despite the necessary increase in actual LOC) and if there's
- > one thing my IDL widget programs can greatly benefit from, it's better design!

Well, I can't even remember the details of how Catalyst does this, so yes, I presume it does all the necessary heavy lifting. It does just seem to work. :-)

All widget events in the Catalyst Library (where all widgets are objects) go to a single "event dispatcher". (You can find this in the Utilities directory.) The event dispatcher's job is to determine where the event should be sent. Each widget has a container with "event objects" stored there. The event dispatcher essentially collects the event objects and calls the EventHandler method on these event objects.

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.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
