Subject: Re: EVENT_PRO

Posted by Paul Van Delst[1] on Mon, 29 Nov 2010 18:43:49 GMT

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David Fanning wrote:
> silje writes:
>
>> Hey, I'm trying to structure my IDL program into several event
>> handlers, e.g. one procedure that opens a file, one that save data
>> etc. To do this I have used EVENT_PRO like this:
>>
>> PRO MotionControl
>>
>> tlb = WIDGET_BASE(column=1, title='MotionControl', tlb_frame_attr=1,
>> MBAR=bar)
>>   file_menu = WIDGET_BUTTON(bar, VALUE='File', /MENU)
>>   file_bttn1 = WIDGET_BUTTON(file_menu, VALUE='Open dataset',
>> UVALUE='OpenDat', EVENT_PRO = 'OpenData')
>>   file_bttn2 = WIDGET_BUTTON(file_menu, VALUE='Save dataset',
>> UVALUE='SaveDat', EVENT_PRO = 'SaveData')
>>
>> ....
>> etc
>>
>>
>> WIDGET_CONTROL, tlb, /realize
>> XMANAGER, 'MotionControl', tlb
>>
>> end
>>
>> In this way I have one event handler that is called
>> MotionControl_event that takes care of all the events not handled by
>> specified EVENT_PRO. I don't know if this is a really bad way of
>> structuring my code, even though it does work. Can somebody give me
>> some tips?
>
> It is a perfectly OK way to structure your code,
> although you will get in trouble sooner or later
> with the names of these routines. I would read the
> "How to Name Files" article again. :-)
>
>   http://www.dfanning.com/tips/namefiles.html
>
> These event handlers should have names like
> "MotionControl_SaveData" and "MotionControl_OpenData".

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!

cheers,

paulv