
Subject: Re: How to use widget button as equivalent for keyword selector

Posted by [David Fanning](#) on Tue, 04 Jan 2011 14:07:41 GMT

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rut writes:

- > somewhat more specific-hopefully: when response to pressing widget
- > buttons is organized in a 'case of structure',
- > how can I make the result of pressing one button dependent on whether
- > or not another button has been pressed.
- > Should it involve a common block and if so, how?

A common block. In an widget program!? No, definitely no. Who have you been talking to? We want this person's name so we can revoke their IEPA credentials. :-)

Widget programs use a state or info structure to store *all* of the information you need to run your program, including flags that tell you what did or didn't already happen in the program. The info structure is often stored in a pointer and the pointer reference is passed around to all the event handlers and other routines that need it, typically by storing the pointer reference in the user value of the top-level base widget, where it is easily accessible.

See, ... well, nearly any widget program ever written. Except those of your colleague, apparently. :-)

Here is one that is pretty basic, although the info structure is not stored in a pointer, in this case, since pointers weren't invented yet when this program was first written. But it will give you the idea:

http://www.dfanning.com/programs/fsc_zimage.pro

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.")
