Subject: Re: widget event structure doesn't transfer Posted by Oana Coman on Tue, 14 Aug 2012 21:30:37 GMT

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Hi,

I have the book and it's definitely my go-to widget guide. I have a bit of an idea how to run normal widgets using procedures but once I try to figure out the functions and these popup dialogs it's like a whole new ballgame (I am also a little slow haha so I'm sure that doesn't help). I've looked at the Pop-up Dialog page a lot and though I get the overall idea, I'm not sure how to carry it out.

For example, textbox is defined: FUNCTION TextBox, Title=title, Label=label, Cancel=cancel, \$ Group_Leader=groupleader, XSize=xsize, Value=value

but if I want it to launch when i click a button, the code (and i'm assuming this is how i would call it):

wouldn't have anywhere to input the various arguments. How would I put those in the function? (i tried taking them all out and calling it that way, but I'm still getting an "incorrect number of arguments" error"). But either way, I do want to have at least one argument.

Also, do I even need all those? All I want the function to use is the uservalues of the original widget (since I want to do stuff with those), and I guess the Cancel variable. But then there's the issue of not knowing how to call the function correctly.

Finally, where does my return value save to? Would it be w_userRoi, or somewhere else?

Thanks for the help.

>> Do you have any thoughts on this? Where did I go wrong?

```
>
>
  Well, it appears you have gone wrong almost from the get-go. :-)
>
>
  Mostly what I think you need to know is that IDL doesn't
  suspend it's rules about local variables being protected
>
  inside of procedures and functions just because you are
  writing a widget program. Widget identifiers are local
> variables. (This is your immediate problem, but there
  are many others, too.)
>
  You might want to read up on widget programming a bit.
  IDL Programming Techniques is *very* old and outdated,
  but the widget section is still pretty good. If you
> could find a copy of that, it would help you a great
> deal, I think.
>
  If you want to call a second widget program to provide
  information to the first, we call that a "pop-up" or
  "dialog" widget. It is written as a function that returns
  data (usually in the form of a structure) to the calling
  program. You can read more about how to write it here:
>
>
    http://www.idlcoyote.com/widget_tips/popup.html
>
```

```
Cheers,
Cheers,
David
David
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```