
Subject: Re: picking an option with radio buttons
Posted by [David Fanning](#) on Wed, 21 Nov 2012 21:12:24 GMT
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jwwright86@gmail.com writes:

> apologies if this is a silly question. I have a base widget with a number of radio buttons in a child widget, and a continue and exit button on the base widget. I want to select an option with the radio buttons, and then have the continue button display different new base widgets, like cascading windows, depending on what radio button is selected. I have found this on idl-coyote
> http://www.idlcoyote.com/widget_tips/button_selected.html
> but I don't know what an info structure is, and how to initialise a currentButton field in this info structure. Any advice would be appreciated

An info structure (some people call it a state structure) is simply a place where people store all of the information they are going to need to run their widget program. It is a way of passing needed information around to the different program modules in a widget program that need to know the information. It is usually stored in the user value of the top-level base widget, because this is easily accessible in every event handler module.

```
info = { ....., currentButtonID:currentButtonID, ... }  
Widget_Control, tlb, Set_UValue=info
```

In an event handler you fetch the info structure with the information you need:

```
PRO MyEventHandler, event  
Widget_Control, event.top, Get_UValue=info  
Widget_Control, info.currentButtonID, ...
```

These days info structures are usually stored in a pointer variable, so you don't have to worry about copying it in every event handler, so:

```
info = Ptr_New({ ....., currentButtonID:currentButtonID, ... })  
Widget_Control, tlb, Set_UValue=info
```

In an event handler you fetch the info structure with the information you need:

```
PRO MyEventHandler, event  
Widget_Control, event.top, Get_UValue=info  
Widget_Control, (*info).currentButtonID, ...
```

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 thue. ("Perhaps thou speakest truth.")
