
Subject: setting widget " EVENT_PRO='myClass::myCallback' " ???? Is it possible?

Posted by [justin.mikell](#) on Mon, 15 Apr 2013 17:39:55 GMT

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Hi all,

I have been unable to set EVENT_PRO to a class method. My current work around is to create a dummy 'global' standalone function at the top of the *__DEFINE.pro file that pulls the object data and then calls the method on the object.

I was curious if it is even possible to set a widget event handler to a class method. What is the rationale behind not letting an event handler be a class method? Perhaps it doesn't make sense to do it...

For example,

below is a window/level class that ends up modifying the window/level on a display object that I create. I've been using it for medical imaging.

```
-----  
PRO jkcm_window_level_widget_wwEventHandler, event  
widget_control, event.top, get_uvalue=obj  
obj->wwEventHandler, event  
END  
.....  
PRO jkcm_window_level_widget_wlEventHandler, event  
widget_control, event.top, get_uvalue=obj  
obj->wlEventHandler, event  
END  
.....  
PRO jkcm_window_level_widget::CREATE_WIDGETS, PARENT_WIDGET =  
inp_PARENT_WIDGET
```

```
self.parent_widget = (N_ELEMENTS(inp_PARENT_WIDGET) NE 0) ? inp_PARENT_WIDGET :  
WIDGET_BASE(COLUMN=2, YSIZE=512, TLB_FRAME_ATTR=2)
```

```
;I would like to be able to say:
```

```
; EVENT_PRO='jkcm_window_level_widget::wwEventHandler'  
self.wwSlider = WIDGET_SLIDER(self.parent_widget, UNAME='WW_widget', YSIZE=512,$  
    TITLE='WW', /VERTICAL, EVENT_PRO='jkcm_window_level_widget_wwEventHandler', $  
    MINIMUM=0, MAXIMUM=4095, /DRAG)
```

```
self.wlSlider = WIDGET_SLIDER(self.parent_widget, UNAME='WL_widget', YSIZE=512,$  
    TITLE='WL', /VERTICAL, EVENT_PRO='jkcm_window_level_widget_wlEventHandler', $  
    MINIMUM=-1024, MAXIMUM=4095, /DRAG)
```

```

END ;jkcm_window_level_widget::CREATE_WIDGETS
.....
...

PRO jkcm_window_level_widget::wwEventHandler, event

    val="
    widget_control, self.wwSlider, GET_VALUE=val
    self.svo->SET_WINDOW_LEVEL, WIDTH=val

END ;jkcm_window_level_widget::wwEventHandler
.....

PRO jkcm_window_level_widget::wlEventHandler, event

    val="
    widget_control, self.wlSlider, GET_VALUE=val
    self.svo->SET_WINDOW_LEVEL, LEVEL=val

END ;jkcm_window_level_widget::wlEventHandler
.....
FUNCTION jkcm_window_level_widget::INIT, SVO=inp_SVO

    self.svo = (N_ELEMENTS(inp_svo) NE 0) ? inp_svo : !NULL

    self->CREATE_WIDGETS
    RETURN, 1
END
.....
PRO jkcm_window_level_widget::CLEANUP

    widget_control, self.parent_widget, /destroy

END
.....
PRO jkcm_window_level_widget__DEFINE

    struct = { jkcm_window_level_widget , $
        parent_widget:0L,$ ;'top' level widget
        wwSlider:0L, $; widget slider for window width
        wlSlider:0L, $; widget slider for window level

        svo:OBJ_NEW(), $;reference to single_view_obj_graphics object (dont delete)

        ww: double(1), $ ;window width
        wl: double(1) $ ;window length
    }

```

END ;END jkcm_window_level_widget__DEFINE
