
Subject: Re: How to keep two objects synchronized?
Posted by [David Fanning](#) on Fri, 04 Oct 2013 15:10:44 GMT
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Matthew Argall writes:

> I just had a look. This is a great idea -- much more straight-forward than what I had in mind. A couple of questions:

>

> Say I have a colorbar and an image object and I want them to listen to each other. I would still have to do something like this, right? It seems like there would be an infinite loop here...

>

> theColorbar -> RegisterForMessage, theImage, 'ChangeColor'

> theImage -> RegisterForMessage, theColorbar, 'ChangeColor'

In some cases, you do have to take care not to get in an infinite loop. This is typically solved by adding a NOMESSAGE keyword, of something of the sort, to the method that "changes colors". In other words, just do this, but don't tell anyone about it. Such infinite loop cases are rare in my experience.

> If I want to register more than one message, I cannot pass a string array. Instead, I have to register for again. Was there a reason for this?

The usual reasons: sloth and lack of foresight.

> Do you still develop the catalyst library? If not, do you know of any current widget features that are missing?

I keep the Library up-to-date, but I wouldn't say I am actively developing it. I expect a new set of widgets ANY-DAY-NOW and presume this Library will quickly become obsolete. Although given what I have seen of how you have to program a Window() function, I would not bet on simplicity as a feature of the new system when it arrives. :-)

One reason I haven't developed the Catalyst Library more is that even it became overly complex over time, to the point where I was having trouble teaching ordinary programmers how to work with it. Instead, I opted to take some of its best ideas (e.g., simple image display, coordinate objects, color and device independence) and incorporate them into the Coyote Library in a way that was more understandable for everyone.

Cheers,

David

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