
Subject: Re: IDL 5.0 observations
Posted by [davidf](#) on Fri, 30 May 1997 07:00:00 GMT
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David Foster writes:

- > Yet more IDL 5.0 observations:
- > 2. What leads to even more editing is the fact that you should not
- > use EVENT_PRO or EVENT_FUNC keywords in the WIDGET_BASE() call,
- > use EVENT_HANDLER in XMANAGER instead. This means that for all
- > popup utility windows that generate events for their applications,
- > and for each application in turn, you have to modify the widget
- > creation code. Again, a pain if you have many applications.

Actually, I don't think this has changed. The event handler for the top-level base should **always** be assigned with the XMANAGER call and **never** with EVENT_PRO. This was true in IDL 4.0, as I learned only too well after a couple of **very** long evenings debugging code. I think it is just better documented in IDL 5.0. :-)

- > Now that all the crud is taken care of I'm hoping to play around
- > with the new features like pointers and OOP stuff. I have a feeling
- > I'll be impressed.

I have to say, pointers are blowing me away. They are SOoooo nice! The only thing I miss about handles (it is a small thing) is that I could free up the whole lot of them by freeing the parent. And I am also greatly impressed with how little effort is required to switch between handles and pointers, at least in my code. This is a nice job, RSI!

I'm having a few problems with resizable graphics windows getting "stuck" at a particular size in certain circumstances, but so far it's not too bad and I've managed to find work-arounds.

Cheers,

David

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