
Subject: Re: HowTo convert a GUI builder app. to a ActiveX controled app?

Posted by [davidf](#) on Fri, 10 Sep 1999 07:00:00 GMT

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Mikkel Fog (mikkel@tycho.dk) writes:

- > I use IDL 5.2 for windows to embed some IDL calulations and plotting in
- > a Director project. (Multimedia) I have no problems in using the ActiveX
- > interface, that comes with IDL, to make calls to IDL, draw plots and so
- > on.
- >
- > But I have an IDL GUI builder application where i would like to move all
- > the buttons and sliders into my project. I was hoping to "just" pull the
- > information out off the GUI builder generated app.pro and make similar
- > calls from my ActiveX project. There does however seem to be some
- > problems in doing this.
- >
- > All events that "happens" on the GUI interface generates a call to the
- > app_eventcb.pro file. This is the call i would like to replicate. But
- > apperently the information transfered along with the call (a struct
- > called EVENT), contains some information regarding the GUI object, that
- > it no longer there since i create my own GUI.
- >
- > I can create a fake EVENT stucture and change for exampel the VALUE
- > field for a slider but it will not run since it expects some special
- > value for the ID field. I have tried some different things but nothing
- > seems to work. I can however make it work by making changes to the
- > app_eventcb.pro file, but this is not the "cleanest" sollution for me.
- >
- > Is there a workaround i can use?
- > Or is there another way of converting the GUI?

IDL widget programs necessarily rely on the event structure, since this is the ONLY way to pass information around to the various program modules. If the program is very simple, then sometimes it is only the TOP and ID field that are used. But this will depend entirely on how the program is written. Even a moderately complex program (at least those written by me) will use the event information in unpredictable and imaginative ways. :-)

Depending upon the complexity of your program, I should think it might be easier to think about re-writing it. Of course, nothing prevents you from calling the whole IDL program, with its own GUI, from within your VB application.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: HowTo convert a GUI builder app. to a ActiveX controled app?

Posted by [Mikkel Fog](#) on Mon, 13 Sep 1999 07:00:00 GMT

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Hi David,

- > Depending upon the complexity of your program, I should think
- > it might be easier to think about re-writing it.

Yes... That was also my conclusion. The IDL science code is relatively simple and most of the programming time was spent creating the GUI.

Thanks...

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Yours,

Mikkel Fog

System Administrator

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