
Subject: Re: Switching Between Multiple XMANAGER Windows

Posted by [Harald Frey](#) on Thu, 07 Oct 1999 07:00:00 GMT

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Pavel Romashkin wrote:

> Although I am not quite clear about what an XMANAGER window is, I see no
> obstacle to using WIDGET_DRAW to produce more than one popup daughter windows
> when the mouse is clicked inside that WIDGET_DRAW. Why not just include a
> base widget creation routine in the event handler for the draw widget, and
> have event_handler create a base with an information widget, with pixel ID,
> label, text, table or image zoom-in - anything you want, and leave it in case
> you need that information. Then, when you click on another pixel, another
> window, identical to the first info base, will pop up, and so on. To destroy
> them easily, I'd use /group_leadre keyword. Or am I missing something
> complicating here? I don't even see the need to use pointers.
> Good luck,
> Pavel
>

If you do this you may end up with dozens of similar

widget windows. What I do to avoid this is to set a

flag in my info structure which shows that the child

widget already exists and it will be destroyed before

the new one is created. It looks like this.

```
IF (info.wiczoom NE 0) then WIDGET_CONTROL,info.wiczoom,/DESTROY
```

```
zoomBase = WIDGET_BASE(TITLE='WIC Zoom',ROW=3)
```

```
info.wiczoom = zoomBase
```

Harald

=====

Harald U. Frey

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Good luck,
Pavel

Michael Baca wrote:

- > I am trying to find a way to work between two different XMANAGER windows.
- > The first window controls some data visualization information. What I then
- > do is click on my draw widget in order to obtain more detailed information
- > about a single pixel. This pops up a new XMANAGER window that shows more
- > detailed information on this single pixel. However, I need to be able to
- > return to the first window to be able to do the same for a second pixel
- > without losing the second window. Can this be done. Any comments would be
- > appreciated.
- >
- > Mike

Subject: Re: Switching Between Multiple XMANAGER Windows

Posted by [R.Bauer](#) on Thu, 07 Oct 1999 07:00:00 GMT

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Here is a short idea how to solve this problem.

I believe it is necessary to have all widget_ids and some more data as a pointer structure.

You have to set at the widget_draw() an event_pro to your event_handler .
Then you have to write an own small event_handler wich has a syntax like

```
PRO wid1_own_event,map
  a=WIDGET_EVENT((*map).id_draw,/nowait,bad_id=bad)
END
```

Afterwards you have to call this wid1_own_event in every loop where you like
to have access to the event_handler
of widget 1.

You need pointers because they are known in all routines.

R.Bauer

Subject: Re: Switching Between Multiple XMANAGER Windows
Posted by [Pavel Romashkin](#) on Fri, 08 Oct 1999 07:00:00 GMT
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I agree with this point. However, in the original message Michael writes:

> However, I need to be able to
> return to the first window to be able to do the same for a second pixel
> without losing the second window.

which I understood as he wants to have previous detailed pixel information window
preserved while another one may be created. It is east to program a way to control
the number of daughter windows and not let them hatch with no limit, for instance,
by destroying older ones if the total number of them exceeds 5. Or, a user can
take control and kill those he is done with.

Cheers,
Pavel

Harald Frey wrote:

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