
Subject: Widget Question

Posted by [scollick](#) on Fri, 17 Sep 1993 00:09:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is another question that I forget to put in the last posting.
In the more current versions of IDL, a widget help window can be invoked using '?'. But, the important part is that the "IDL>" prompt still accepts commands. How is this done? I've written a widget interface and would do the same.

Post any and all answers or ideas.

Thanks much,
--Keith Scollick

Subject: Re: WIDGET QUESTION

Posted by [crdmi](#) on Thu, 23 Jun 1994 18:35:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <2ub27g\$2cj@news.service.uci.edu>, vshvetsk@fourier.oac.uci.edu (Victor Shvetsky) writes:

> I work with widgets a lot and I noticed that whenever I cover even a prt of
> the draw_widget with any other window (xterm for example) - the image will not
> be refreshed after I come back to it- HOW do I get around it?

You need to set the /RETAIN keyword when you create the widget.

Check the docs, but if I remeber correctly, RETAIN=1 requests the window manager do the retaining, and therefor is more efficient but may not work on all window managers, and RETAIN=2 makes IDL do the retaining.

--

Daniel M. Israel "So you better hope there's intelligent
<crdmi@vulcan.giss.nasa.gov> life somewhere out in space, 'cause there's
Goddard Institute of Space Studies bugger all down here on Earth!"
2880 Broadway, New York, NY -Monty Python's "Universe Song"

Subject: Re: WIDGET QUESTION

Posted by [fskmjm](#) on Mon, 27 Jun 1994 15:58:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <2ub27g\$2cj@news.service.uci.edu> vshvetsk@fourier.oac.uci.edu (Victor Shvetsky) writes:

> I work with widgets a lot and I noticed that whenever I cover even a prt of
> the draw_widget with any other window (xterm for example) - the image will not
> be refreshed after I come back to it- HOW do I get around it?
> Thanks!
> Victor

try

widget_control,event.top,/show

after removing the top widget.

Subject: Re: WIDGET QUESTION

Posted by [crdmi](#) on Mon, 27 Jun 1994 16:38:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <2ulhue\$71n@news.service.uci.edu>, victor@astro2.ps.uci.edu (Victor Shvetsky (Garden)) writes:

> I am currently writing a program that uses widgets. I encountered the following
> problem:
> a=widget_base(xsize=800,ysize=800)
> b=widget_base(a, xsize=400,ysize=400)
> c=widget_draw(b, xsize=200, ysize=1000, x_scroll_size=200, y_scroll_size=200)
>
> After I realize them, and then :
> widget_control, b,/destroy
> and then once again, define b and c (c has different size now)
> IT DOES NOT WORK PROPERLY!
> COULD SOMEONE PLEASE EXAPLIN TO ME WHY?!

The IDL manual states that the [xy]size and [xy]offset parameters are only hints, that the window system may change. This may be the cause of the problem. You were not clear how it wasn't working, if you would describe what happens it would be easier to diagnose.

--

Daniel M. Israel "So you better hope there's intelligent
<crdmi@vulcan.giss.nasa.gov> life somewhere out in space, 'cause there's
Goddard Institute of Space Studies bugger all down here on Earth!"
2880 Broadway, New York, NY -Monty Python's "Universe Song"

Subject: Re: WIDGET QUESTION

Posted by [stl](#) on Tue, 28 Jun 1994 08:05:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <2ub27g\$2cj@news.service.uci.edu> vshvetsk@fourier.oac.uci.edu (Victor Shvetsky) writes:

>

> I work with widgets a lot and I noticed that whenever I cover even a prt of
> the draw_widget with any other window (xterm for example) - the image will not
> be refreshed after I come back to it- HOW do I get around it?

> Thanks!

> Victor

>

Hello,

there should be a pretty simple solution for this. Most display systems handle this automaticly, so 99% of the time you do not need to control this from IDL. However, there are a few cases when it does become necessary for IDL to handle backing store.

To handle this keyword RETAIN with teh command DEVICE. set retain most likely to 2 (Make IDL perform backing store). 0 means no backing store, and 1 means request that window system handle backing store. (I guess I am pressuming that you have an X display) Try setting it to 1 before assuming 2 is the only solution.

(see IDL Reference Guide, about page 3-25)

hope this helps some,

-stephen Strebel

--

Stephen C Strebel / SKI TO DIE
strebel@sma.ch / and
Swiss Meteorological Institute, Zuerich / LIVE TO TELL ABOUT IT
01 256 93 85 / (and pray for snow)

Subject: Re: postscript

Posted by [dan](#) on Tue, 20 Sep 1994 18:11:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <fskmjm.1@puknet.puk.ac.za>, fskmjm@puknet.puk.ac.za (Mike Mathews) writes:

|> In article <1994Sep19.175952.24490@msuvx1.memphis.edu>

pvemulakonda@cc.memphis.edu (PAVAN VEMULAKONDA) writes:

|>

|> > I want to convert the image on screen to a postscript file to get a
|> >printout, how can I do it on IDL.

|>

|> >pavan

|>

```

|>
|>
|> print = 1 ; or 0 for output to the default device
|>
|> if print then begin
|>   olddevice=!d.name
|>   set_plot,'ps'
|>   device,/land,xsize=10,ysize=6,/inches,file='output.ps'
|> endif
|>
|> ;create your plot
|>
|> if print then begin
|>   device,/close
|>   set_plot,olddevice
|> endif

```

No, this is only if you want to regenerate the image that is on your screen. The only way I know of to dump what is on your screen to a postscript file is to use the IDL routine ANNOTATE after you have generated your image on the screen. ANNOTATE has a postscript option.

--

```

** Dan Bergmann                dbergmann@llnl.gov **
** Global Climate Research      fax (510) 422-5844 **
** Lawrence Livermore National Lab  human (510) 423-6765 **

```

Subject: Re: Widget question

Posted by [Liam Gumley](#) on Mon, 30 Jun 1997 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Joel Hegg wrote:

```

> I'm trying to write my first widget, but the Reference Manual was a little
> confusing.

```

I sympathize completely. To say that the reference manual is "a little confusing" is very polite.

```

> Can someone please explain to me how to write a widget which
> will run another IDL program once a button is pressed?

```

The best advice I can give you is to try the following:

(1) Check out David Fanning's example programs at <http://www.dfanning.com/documents/programs.html>, e.g. PROCESS for good examples of how to write widget programs.

(2) Get yourself a copy of "Building Graphical User Interfaces in IDL" also by David Fanning. It's available from Research Systems, Inc.
2995 Wilderness Place
Boulder, CO 80301
tel: 303-786-9900
fax: 303-786-9909
email: info@rsinc.com
And get a copy of David's soon-to-be-available book as soon as possible.

(3) Take a widget programming course from David.

Cheers,
Liam.
PS David pays me no commission (yet).

Subject: Re: Widget question
Posted by [gabriel rodriguez ibe](#) on Thu, 01 Jul 1999 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I understand OK you are manipulating your info via a pointer, so you don't have to store it back anywhere, because you are really changing the original info.

If it does not seem to work you are probably not using pointers correctly.
Check this

```
info={..., kk:oneValue , ...}  
ptrInfo= PTR_NEW(info)
```

Now, if you try to do

```
info= *ptrInfo  
info.kk= newValue
```

it will not change the original info structure, because I'm working with a copy of it (I should have written " newInfo= *ptrInfo)

The correct way to do it is

```
(*ptrInfo).kk= newValue
```

Now I have modified the original info structure, I don't have to store it anywhere.

Gabriel

Harald Frey escribi   1/2:

- > Sorry if I missed that point somewhere in the very interesting
 - > discussion about "Passing info and destroying widgets". I followed the
 - > suggestion by Liam Gumley to create my widget structure but now I have a
 - > problem.
 - >
 - > I have 3 levels in my widget structure, main, parent and child. What I
 - > do is:
 - >
 - > - Create main widget
 - > - Create info structure
 - > - store info structure in the main level base
 - > - start Xmanager with event handler
 - >
 - > A certain button on the main widget calls the parent process where I
 - > - get the info structure
 - > - create the parent widget
 - > - create a pointer to the info structure
 - > - store pointer in parent base
 - > - start second Xmanager with second event handler
 - >
 - > Now a button on the parent widget calls a process on the child level
 - > where I
 - > - get the pointer
 - > - get the info structure via pointer
 - > - manipulate the info
 - >
 - > So far everything is fine but now I want to store the manipulated info
 - > from the child level back into the main widget and destroy the parent
 - > widget. How do I do this?
 - >
 - > Harald
 - > hfrey@ssl.berkeley.edu
-

Subject: Re: Widget question

Posted by [davidf](#) on Fri, 02 Jul 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

- > As long as you remember to get/save the info structure, you won't have
- > any problems. This method is a holdover from the days of handles, where
- > managing info structures in this way was mandatory.

And handles were derived from unrealized base widgets, which is what we used in the old, OLD days. How many people here remember that? :-)

Cheers,

David

P.S. Let's just say that despite our constant bitching and moaning, IDL does get better and better. :-)

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Widget question

Posted by [Liam Gumley](#) on Fri, 02 Jul 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Harald Frey wrote:

>
> Sorry if I missed that point somewhere in the very interesting
> discussion about "Passing info and destroying widgets". I followed the
> suggestion by Liam Gumley to create my widget structure but now I have a
> problem.
>
> I have 3 levels in my widget structure, main, parent and child. What I
> do is:
>
> - Create main widget
> - Create info structure
> - store info structure in the main level base
> - start Xmanager with event handler
>
> A certain button on the main widget calls the parent process where I
> - get the info structure
> - create the parent widget
> - create a pointer to the info structure
> - store pointer in parent base
> - start second Xmanager with second event handler
>
> Now a button on the parent widget calls a process on the child level
> where I

> - get the pointer
> - get the info structure via pointer
> - manipulate the info
>
> So far everything is fine but now I want to store the manipulated info
> from the child level back into the main widget and destroy the parent
> widget. How do I do this?

I use the following method in event handlers:

```
PRO MYPROG_EVENT, EVENT
```

```
;- Get the info pointer
```

```
widget_control, event.top, get_uvalue=info_ptr
```

```
;- Get the info structure
```

```
info = *info_ptr
```

```
;- Manage widget events, and change info structure...
```

```
;- Save the info structure
```

```
*info_ptr = info
```

```
END
```

If I create child widgets which are spawned from the top level widget,
then I pass the ID of the top level widget (event.top) to the child,
e.g.

```
PRO MYPROG_CHILD, TOP
```

```
;- Get the info structure
```

```
widget_control, top, get_uvalue=info_ptr
```

```
;- Get the info structure
```

```
info = *info_ptr
```

```
;- Modify items in the info structure...
```

```
;- Save the info structure
```

```
*info_ptr = info
```


As long as you remember to get/save the info structure, you won't have any problems. This method is a holdover from the days of handles, where managing info structures in this way was mandatory.

Cheers,
Liam.

--

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: Widget Question

Posted by [David Fanning](#) on Thu, 09 Jun 2011 20:41:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

> I am trying to understand one of my own programs. (I know,
> I'm embarrassed about it.)

OK, now I'm doubly embarrassed because I have to answer my own question. It seems this is a feature of "pushbutton" events, set with the PUSHBUTTON_EVENTS keyword on button widgets. I'm sorry to say, I had forgotten there was such a thing. Live and learn, I guess. :-(

Cheers,

David

--

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

Subject: Re: Widget Question

Posted by [Brian Wolven](#) on Thu, 09 Jun 2011 20:53:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Thursday, June 9, 2011 4:41:49 PM UTC-4, David Fanning wrote:

> David Fanning writes:
> Live and learn, I guess. :-(

Live long enough, and re-learn. There's only so much room for storage up there, you know? ;)
