
Subject: Sharing an info structure

Posted by [Mark Guagenti](#) on Fri, 05 May 2000 07:00:00 GMT

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Hello,

I'm just starting to learn IDL and am working on an application that has a main window(widget) and also has another window(widget) that I want to use as a toolbar. My problem seems to be when I call a procedure when one of the buttons gets clicked from the toolbar. I want to be able to get the the structure (called info) that is used for my top level base, and use that information in the procedure I called from my toolbar window. If anyone could please explain how I can do this it would be very appreciated. Thanks!

-- Mark

Grace and peace to you from God our Father and the Lord Jesus Christ.

1 Cor. 1:3

Subject: Re: Sharing an info structure

Posted by [promashkin](#) on Wed, 10 May 2000 07:00:00 GMT

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When I do this, I (being lazy) usually make the event handler for the toolbar to be the same as the main window's event handler. Then, since the toolbar is usually a dependent base (created with GROUP_LEADER keyword), the State (or Info) structure is retrieved easily in the event handler, whether it is in the TLB UVALUE, or, as recommended by many, in the first child' uvalue of the TLB. One way to easily share the Info structure with the daughter base is to place a pointer to it in the UVALs of both top base and daughter base. This way, no matter who updates Info, next call will have updated results. In fact, for small applications this is transparent to the point I don't even discern which base sent the event. For large applications, as David pointed out more than once, several separate event handlers are advantageous. I admit, despite the "objectization of widgets" trend that is so popular among top-end folks here on the group, I still put together well-working ad-hoc code without widgets. I am not among the top guys :-)

Cheers,
Pavel

Mark Guagenti wrote:

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