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Subject: Re: Help! Multiple widget objects in 1 program, sample code

Posted by [davidf](#) on Wed, 02 Aug 2000 07:00:00 GMT

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craigni@worldnet.att.net (craigni@worldnet.att.net) writes:

> I have a need to \*not\* have all my widgets in one giant clump. I've been knocking my head against the wall for a while  
> on this. How can I make the sample code below close all open widgets when I hit the "Quit" button? Right now, only the  
> "firstBase" widget object closes, and the "secondBase" widget object remains open.

Change this line:

```
secondBase = WIDGET_BASE( GROUP_LEADER = group_leader )
```

To this:

```
secondBase = WIDGET_BASE( GROUP_LEADER = firstBase )
```

Cheers,

David

P.S. Let's just say that program could be improved a LOT more if you lost the Common blocks. :-)

--

David Fanning, Ph.D.

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

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

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Subject: Re: Help! Multiple widget objects in 1 program, sample code

Posted by [davidf](#) on Thu, 03 Aug 2000 07:00:00 GMT

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Luis Alonso ([luis.alonso@uv.es](mailto:luis.alonso@uv.es)) writes:

>> P.S. Let's just say that program could be improved a LOT  
>> more if you lost the Common blocks. :-)  
>  
> hey! that was one of my concerns in my yesterday's widget first contact  
> (maybe RSI folks are borgs in disguise??). But i just couldn't figure out  
> how to work that around.

My comment about COMMON blocks brought several e-mails as well as this article. I really don't have time to explain the whole thing, but as many of you know, I'm no big fan of common blocks, and especially not in widget programs. Any widget program on my web page will illustrate how to write programs without them. And, of course, half my book is devoted to this single topic. :-)

Cheers,

David

--

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Subject: Re: Help! Multiple widget objects in 1 program, sample code

Posted by [Luis Alonso](#) on Thu, 03 Aug 2000 07:00:00 GMT

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> P.S. Let's just say that program could be improved a LOT  
> more if you lost the Common blocks. :-)

hey! that was one of my concerns in my yesterday's widget first contact (maybe RSI folks are borgs in disguise??). But i just couldn't figure out how to work that around.

I've attached the code for you lo laugh at it... i mean to look at it ;)

Cheers

Luis Alonso

PS: by the way... on the trip back home i just recalled the right sentence: 'Sleep tight, and don't let the nite bugs bite' -which of course has a rime as it should-

begin 666 widget2.pro

<encoded\_portion\_removed>

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