
Subject: General widget programming questions

Posted by [Jason P. Meyers](#) on Fri, 12 Jan 2001 06:33:14 GMT

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Hello,

We have recently started writing some widget based programs in our IDL programming class and it has gotten me to thinking about a few issues I would like to better understand before I get too far into our "final" project. For starters, I have read the relevant chapters in Dave Fanning's second edition. So far, that has been the best help in understanding widget based programming. (I have even used some of Dave's info to correct misinformation presented in class!)

I like the ability to create user defined event structures. In my current homework project, I have started using these to pass information from one widget to another. I basically pack the information I want to send to another widget in an event structure and give it a descriptive name and then send it along to the appropriate widget. So far, this seems like a reasonable thing to do. However, I got to thinking about potential problems. First, what happens if other events (i.e. user generated) are waiting in the queue? I assume they will get acted on first and this may or may not cause a problem for the original event handler which sent an event to a fellow widget. If this is the case, is there any way to give a particular event a higher priority over other events?

If I have say two event handlers called foo1 and foo2, both of which expect only one positional argument, namely an event, is it possible to issue a command like this inside of foo2:

foo1, SomeKindOfEvent
instead of doing this:

Widget_Control, foo1WidgetID, Send_Event=SomeKindOfEvent
What are the pros and cons of each? (The biggest difference I see is that the Handler field of the event would not get filled in by IDL which brings me to my next question.)

I haven't seen a good example or even an explanation of how and/or why it would be useful to use the Event.Handler value which is stored in all event structures. I thought that I read somewhere in Dave's book that he was going to address this but, I didn't see any references to using it in the various chapters on widget programming. (Dave, am I blind or did I get confused with something I may have scanned in the IDL online references?)

As always, I appreciate any and all insight people might have. Thanks in advance for advice/answers that come flowing. Finally, if Dave (or anyone else) has recommendations for additional high quality

educational/tutorial information that picks up where Dave leaves off in his book, please let us all know.

Thanks,
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