Subject: Re: sending events
Posted by Dominic R. Scales on Tue, 15 May 2001 06:44:55 GMT
View Forum Message <> Reply to Message

Hi marc,
There are many situations where you need to generate and send
an event. Here's an example:

I sometimes send events to the eventhandler, when for instance,
a choice made in one menu influences an other. Say, our user can
choose a certain set of properties from a non-exclusuive check
button list (nex_list). A separate list of exclusive check buttons
contains operations to be performed on the data (ex_list).

Some combinations in nex_list force the choice of a specific
operation from ex_list, while others can be used with any operation.

When I'm finished doing whatever a click in nex_list requires I
can check the combination of properties set. If it requires a
specific setting in ex_list I send an event and choose the appropriate
operation in ex_list. My user doesn't have to remember checking ex_list
if there is only one possibility left.

Cheers,
    Dominic

PS Hm, re-reading it, I don't know if it is clear enough. Oh, well...

--
Dipl. Phys. Dominic R. Scales | Aero-Sensing Radarsysteme GmbH
Tel: +49 (0)8153-90 88 90 | c/o DLR Oberpfaffenhofen
Fax: +49 (0)8153-908 700 | 82234 Wessling, Germany
WWW: aerosensing.de | email: Dominic.Scales@aerosensing.de

Subject: Re: sending events
Posted by Ivan Zimine on Tue, 15 May 2001 07:18:41 GMT
View Forum Message <> Reply to Message

Marc Schellens wrote:
>
> Hello everybody,
>
> talking to a colleague, I came to the
> question, when one would need widget_control,ID,SENT_EVENT=...
>
> The only advantage over calling the eventhandler directly
> I can think of, is that you don't need eventhandlers name

> (Ok, it might indeed be a big andvantage, if you program
> in a team).
> Do I miss something?
> Is there another reason/situation were sending events is
> really needed?

talking to another widget program.

have a look at http://www.dfanning.com/programs/xcolors.pro

--
Ivan Zimine | ivan.zimine@physics.unige.ch
Dpt. of Radiology | (+41 22) 372 70 70
Geneva University Hospitals |

Subject: Re: sending events
Posted by marc schellens[1] on Wed, 16 May 2001 04:48:03 GMT
View Forum Message <> Reply to Message

"Dominic R. Scales" wrote:
>
> Hi marc,
>   There are many situations where you need to generate and send
>   an event. Here's an example:
>
>   I sometimes send events to the eventhandler, when for instance,
>   a choice made in one menu influences an other. Say, our user can
>   choose a certain set of properties from a non-exclusuive check
>   button list (nex_list). A separate list of exclusive check buttons
>   contains operations to be performed on the data (ex_list).
>
>   Some combinations in nex_list force the choice of a specific
>   operation from ex_list, while others can be used with any operation.
>
>   When I'm finished doing whatever a click in nex_list requires I
>   can check the combination of properties set. If it requires a
>   specific setting in ex_list I send an event and choose the appropriate
>   operation in ex_list. My user doesn't have to remember checking ex_list
>   if there is only one possibility left.
>
> Cheers,
>   Dominic
>
> PS Hm, re-reading it, I don't know if it is clear enough. Oh, well...

Ok, but in this case you could also call the eventhandler directly...

Subject: Re: sending events
Posted by marc schellens[1] on Wed, 16 May 2001 04:54:17 GMT

Ivan Zimine wrote:
>
> Marc Schellens wrote:
>>
>> Hello everybody,
>>
>> talking to a colleague, I came to the
>> question, when one would need widget_control,ID,SENT_EVENT=...
>>
>> The only advantage over calling the eventhandler directly
>> I can think of, is that you don't need eventhandlers name
>> (Ok, it might indeed be a big andvantage, if you program
>> in a team).
>> Do I miss something?
>> Is there another reason/situation were sending events is
>> really needed?
>
> talking to another widget program.

Ok, I see the point here, as you don't need the eventhandler
names.
Thanks to both of you!
:- marc