
Subject: Re: Can't make widgets work

Posted by [Pavel A. Romashkin](#) on Tue, 13 Nov 2001 16:56:15 GMT

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I think you need also some event handling code for anything to happen to the GUI you made... And I think GUI builder is not going to write that for you.

Pavel

xristos wrote:

>

> When i have created the GUI file *.prc and edit the procedures on the
> _eventcb.pro file, the widgets in the created application are not
> active. I klik at the open file from the menu but nothing happens. How
> widgets becomes active? What commands should i add at the procedures?

Subject: Re: Can't make widgets work

Posted by [Logan Lindquist](#) on Wed, 14 Nov 2001 22:57:44 GMT

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Pavel,

Real nice of you ! :)~P

Basically figure it out yourself and I'm not going to help.

xristos,

Look at Import_image.pro in the /lib/macros folder and the subsequent Dialog_read_image.pro in the /lib folder for further help on how to program widgets.

The code to activate a widget is something like this.

XManager, '[name of program]', [name of base widget], Cleanup= '[name of cleanup procedure]', /No_Block

- Remove the [] and add in the appropriate code for your program

Speaking of which. Anyone have a good idea to activate and deactivate buttons? In VB you can make the object visible but not active. This is kind of what I am trying to do in IDL. Damn user interface. I'll probably just rewrite the GUI in C# or something.

Logan

"Pavel A. Romashkin" <pavel.romashkin@noaa.gov> wrote in message
news:3BF150AE.2F3F0E95@noaa.gov...

Subject: Re: Can't make widgets work
Posted by [Pavel A. Romashkin](#) on Thu, 15 Nov 2001 17:14:45 GMT
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Logan Lindquist wrote:

>
> Pavel,
>
> Real nice of you ! :)~P
>
> Basically figure it out yourself and I'm not going to help.

Sorry, I didn't mean to sound like that.
I guess I should have written,

Please explain the issue more specifically, because it is difficult to
figure out what is wrong from the simple "I wrote some code, and it does
not seem to work".
A short code snippet usually helps.

Cheers,
Pavel
