
Subject: Re: How to define non-widget event.ids ?

Posted by [David Fanning](#) on Mon, 25 Feb 2002 16:31:15 GMT

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Streun Andreas (andreas.streun@psi.ch) writes:

- > In an event handler, the different event.ids are usually
- > widget identifiers. However, when programming a loop
- > as an event chain I send pseudo-events to event.ids
- > which have no corresponding widget (e.g. a virtual
- > "next step" button which is never used by man).
- >
- > The only way I yet know to realize that, is to define
- > small, empty, inactive buttons in the GUI, only in
- > order to get valid event.ids.
- >
- > Unfortunately, this creates "pimples" in the GUI...
- >
- > Probably one of the experts immediately can tell how
- > to solve this [cosmetic] problem:
- > Is it possible to have user-defined, non-widget event.ids?

Oh, I don't think it is possible to write a widget program without one or two of those homely widgets who just stand around begging to be asked to the dance. Label widgets come immediately to mind, since they don't even know how to dance, normally. But their second cousins, the base widgets, will also due in a pinch.

Just attach an event handler to one of them and dial them as often as you like. They'll be glad you called, and you won't have to worry about widget ache ever again.

Cheers,

David

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Subject: Re: How to define non-widget event.ids ?

Posted by [James Kuyper](#) on Mon, 25 Feb 2002 16:59:05 GMT

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Streun Andreas wrote:

- > In an event handler, the different event.ids are usually
- > widget identifiers. However, when programming a loop
- > as an event chain I send pseudo-events to event.ids
- > which have no corresponding widget (e.g. a virtual
- > "next step" button which is never used by man).
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- > The only way I yet know to realize that, is to define
- > small, empty, inactive buttons in the GUI, only in
- > order to get valid event.ids.

I'm not sure I understand why you have to send events in this instance.
If there's no real widget associated with the widget id, why not just
pass the 'events' to an ordinary function for processing?

- > Unfortunately, this creates "pimples" in the GUI...

If you don't need them for their visible appearance, perhaps you could
attach them to a base that you never bother realizing? it would be used
solely as a place to contain widgets used for this purpose.
