
Subject: Re: Loading picture into compound widget
Posted by [David Fanning](#) on Tue, 27 Aug 2002 11:56:25 GMT
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Evgeny Turchin (evgturchin@narod.ru) writes:

- > I want the picture which is opened when choosing "Open" item
- > in "File" menu to be loaded into the draw widget but in my program
- > it is loaded into a separate window. What should I change in my programs?
- > Thanks in advance. I'm sorry for bothering the readers of the newsgroup
- > with such simple thing.

Alas, using the GUI Builder to write widget programs doesn't free you from the responsibility of knowing what you are doing when you write GUI programs, it just makes it much harder to read your code. :-)

The bottom line is this: you must know what window you are drawing into when you write a widget program. This means every widget program that draws graphics *must* do a WSET to the window index number of the window they want to draw into.

Your program does this, but not in the program module where you are drawing your graphics! You need a "WSET, index" in the ONOPEN procedure. But, as you will no doubt discover, "index" isn't defined there, but is defined in the BASE procedure.

Now you come upon the fundamental problem of widget programming: information you need in one procedure is actually stored or available somewhere else. The GUI Builder's response to this is "Duh, I only *build* widgets and write dumb widget code. I don't know anything about making them work!"

My suggestion is to get ahold of a good IDL programming book and read about "info" structures for passing information required to run widget programs around in widget program modules. Sooner or later it won't be just the index that you need, you might actually want to do some work on that image as well!

Cheers,

David

P.S. Let's just say putting all of the information you

need to run your program in one place and passing the location of that place around to your widget program modules is a MUCH better solution than common blocks!

Whoops! Does that sound like a pointer!? Oh, dear. We are heading far afield now. :-(

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David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Loading picture into compound widget
Posted by [MKatz843](#) on Tue, 27 Aug 2002 15:32:19 GMT
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David's correct (goes without saying). Learning to code your own widgets is the way to go. In the mean time, I think I can offer a simple, perhaps ugly, fix. (Note: I would never recommend this as a way to begin programming widgets, it's just a suggestion to get you up and running with what you've already got.)

It seems that the widget code does not make use of the very useful UVALUE (User Value) field in the widgets. One can store important information there--any type.

So as a temporary fix, once you learn the window number (index) you can store it in the UVALUE of one of your widgets, like this. In the line following

```
WIDGET_CONTROL, drawViewer, GET_VALUE = index
```

```
put
```

```
WIDGET_CONTROL, menuFileOpen, SET_UVALUE=index ;-- new line
```

I've chosen to store the value in the menuFileOpen widget because that's the one that's generated the event. We'll know its ID from within the event handler routine and it's in the Event structure as Event.ID. So, change your OnOpen routine to

```
pro OnOpen, Event  
  ImageIsRead=DIALOG_READ_IMAGE(DIALOG_PARENT=Event.top, $  
    FILE=FileName, FILTER_TYPE='.tif', .tiff', IMAGE=PhotoArray, $
```

```
TITLE='Choose the photo file')
IF (ImagelsRead EQ 1) THEN BEGIN
  ;--- Ask the menuFileOpen widget to give you back the index value
  ; you stored.
WIDGET_CONTROL, Event.ID, GET_UVALUE=uval
WSET, uval
TVSCL, PhotoArray
ENDIF
end
```

It ain't pretty, but that should work for now.

M. Katz
