
Subject: 'remote control' for widgets?

Posted by [s\[1\]](#) on Mon, 16 Dec 2002 11:50:32 GMT

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Hi all,

I try to programmatically set values of widgets like sliders or checkboxes. When I use "WIDGET_CONTROL,myWidget,SET_VALUE=myValue", only the widget gets changed, but the appropriate event is not generated.

What I am looking for is a technique taht allows me to change the value of a widget _and_ generates the event that would have been generated if I had changed the widget using the mouse or keyboard.

Thanks for all tips,

Sebastian

Subject: Re: 'remote control' for widgets?

Posted by [David Fanning](#) on Mon, 16 Dec 2002 22:19:18 GMT

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Pavel A. Romashkin (pavel_romashkin@hotmail.com) writes:

> We all dislike the lack of accuracy in IDL documentation, but, to give
> RSI some justice, SEND_EVENT is documented in the online help. A quick
> search immediately finds it in the WIDGET_CONTRL section.

Or, if you know you are looking for the "SEND_EVENTS" keyword, I expect you can find it. Good luck otherwise.

But IDL documentation is changing. I expect to find this under "Widgets, sending events to" and sure enough in IDL 5.6 on-line help (but nothing earlier) I find exactly that. Hooray!

Cheers,

David

--

David W. Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: 'remote control' for widgets?

Posted by [Pavel A. Romashkin](#) on Mon, 16 Dec 2002 23:11:59 GMT

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I see, you *expect* to find it! I first found it when I was reading the entire help, one article after another. I was not looking for anything in particular, just figured out this is the only way to know anything about IDL. I found solutions to so many problems I would have otherwise before I ever had them. I read just about all online help like I would a fiction book.

I am not trying to suggest that anybody else should try to enjoy doing it.

Pavel

David Fanning wrote:

>

> Or, if you know you are looking for the "SEND_EVENTS" keyword,

> I expect you can find it. Good luck otherwise.

>

> But IDL documentation is changing. I expect to find this under

> "Widgets, sending events to" and sure enough in IDL 5.6 on-line

> help (but nothing earlier) I find exactly that. Hooray!

Subject: Re: 'remote control' for widgets?

Posted by [David Fanning](#) on Fri, 20 Dec 2002 21:57:56 GMT

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Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:

> Sigh... This reminds me of a program I once wrote (xrecorder) that would
> "infest" *any* widget program by installing its own routines as widget event
> handlers, to record the events...

I think such a thing could be built in a couple of minutes with the object widget library Dave and I are developing. In our system, all widget object events are handled by the same event handler. All that would be required is to pass the event structures on to the "recorder" object (probably my linked list object, since it is already written). It would be easy enough, I think, to be able to record and store "macros" since interaction is with objects, not widgets.

Ah, good, something for me to fool around with once the presents are opened Christmas morning! :-)

Happy Holidays!

David

P.S. Let's just say if I wanted a real life, I'd probably get a real job. :-)

--

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Subject: Re: 'remote control' for widgets?

Posted by [Paul Sorenson](#) on Sat, 21 Dec 2002 07:31:14 GMT

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Check out DEMO, /RECORD and DEMO_TOUR. They make and play editable macros.

-Paul Sorenson

"David Fanning" <david@dfanning.com> wrote in message

news:MPG.186d404b71d9da92989a80@news.frii.com...

> Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:

>

>> Sigh... This reminds me of a program I once wrote (xrecorder) that would

>> "infest" *any* widget program by installing its own routines as widget event

>> handlers, to record the events...

>

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> minutes with the object widget library Dave and I

> are developing. In our system, all widget object

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> that would be required is to pass the event structures

> on to the "recorder" object (probably my linked list

> object, since it is already written). It would be

> easy enough, I think, to be able to record and store

> "macros" since interaction is with objects, not widgets.

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> Ah, good, something for me to fool around with once the

> presents are opened Christmas morning! :-)

>

> Happy Holidays!

>

> David

>

> P.S. Let's just say if I wanted a real life, I'd probably

> get a real job. :-)
>
> --
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Subject: Re: 'remote control' for widgets?
Posted by [Stein Vidar Hagfors H\[2\]](#) on Mon, 23 Dec 2002 16:03:54 GMT
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David Fanning <david@dfanning.com> writes:

> Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:
>
>> Sigh... This reminds me of a program I once wrote (xrecorder) that would
>> "infest" *any* widget program by installing its own routines as widget event
>> handlers, to record the events...
>
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> object, since it is already written). It would be
> easy enough, I think, to be able to record and store
> "macros" since interaction is with objects, not widgets.
>
> Ah, good, something for me to fool around with once the
> presents are opened Christmas morning! :-)

Now chew on this: How would you get your customer's program (in replay mode) to get past a call to e.g. DIALOG_PICKFILE 8-)

By the way, if you want to peek at how e.g. the cursor was animated, the original xrecorder.pro is at
<http://sohowwww.nascom.nasa.gov/solarsoft/gen/idl/widgets/xrecorder.pro>

--

Stein Vidar Hagfors Haugan
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Mail Code 682.3, Bld. 26, Room G-1, Cell: 1-240-354-6066
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Subject: Re: 'remote control' for widgets?
Posted by [David Fanning](#) on Mon, 23 Dec 2002 16:44:21 GMT
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Stein Vidar Hagfors Haugan (steinhh@astro.uio.no) writes:

> Now chew on this: How would you get your customer's program (in replay
> mode) to get past a call to e.g. DIALOG_PICKFILE 8-)

I'd re-define what I meant by "replay mode". What would
you do? :-)

Cheers,

David

P.S. Many of my objects are already written to be
optionally executed in a "No Dialog" mode. This is handy,
for example, when you have added functionality to a program
and you want to update old data files, etc. You don't
have to ask the user what file name they want, etc. You just do
it. I presume something similar could be invoked here, although
I admit knowing something might be recorded up front gives
you more design flexibility than learning about it at the end
of the project. :-)

--

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