
Subject: Re: "Help" in Widget Programs
Posted by [sjt](#) on Wed, 08 Jun 1994 09:38:00 GMT
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Daniel M. Israel (crdmi@vulcan.giss.nasa.gov) wrote:

: Has anyone written any widget programs with context sensitive pop-up
: help? I would like to do this, but I can't think of any method that is
: not extremely clumsy. Any suggestions?

: --
: Daniel M. Israel "So you better hope there's intelligent
: <crdmi@vulcan.giss.nasa.gov> life somewhere out in space, 'cause there's
: Goddard Institute of Space Studies bugger all down here on Earth!"
: 2880 Broadway, New York, NY -Monty Python's "Universe Song"

I agree, this is a problem. It would be nice if widget events were returned for all mouse buttons (as they are in draw widgets), then it would be possible to have (say) left button to perform action and middle button for help. Perhaps RSI could consider sending events from all buttons in a future release and adding an EVENT.BUTTON to the EVENT structure for all widget types.

--
James Tappin, School of Physics & Space Research
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"If all else fails--read the instructions!"

O__
-- V`

Subject: Re: "Help" in Widget Programs
Posted by [landers](#) on Wed, 08 Jun 1994 21:40:04 GMT
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Daniel M. Israel (crdmi@vulcan.giss.nasa.gov) wrote:

|>
|> Has anyone written any widget programs with context sensitive pop-up
|> help? I would like to do this, but I can't think of any method that is
|> not extremely clumsy. Any suggestions?

I haven't done this, and I am not familiar with IDL widgets (just WAVE)...

But it seems that you could create a 'help' button whose callback would:

- set a global (common block) 'do_help' flag
- maybe change the cursor to a ? (if you could reasonably do that 'recursively' through all your widgets)

Then write a widget_help() function that would check the do_help flag, and pop up the help text, and reset the flag.

It would return the flag (0 if not helping, 1 if helping), so each of your callbacks would do:

```
pro callback_whatever, etc
  if widget_help( 'help_file_for_this_widget.txt' ) then return

  ;... regular callback stuff....

end
```

This may not pass the 'clumsy test', but seems a reasonable starting point. It only adds one line of code to the callback programs, but you may need to create callbacks for widgets that wouldn't normally do anything (like display widgets or whatever).

Just what came to mind.....

;Dave

Subject: Re: "Help" in Widget Programs
Posted by [thompson](#) on Thu, 09 Jun 1994 13:13:08 GMT
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Daniel M. Israel (crdmi@vulcan.giss.nasa.gov) wrote:

> Has anyone written any widget programs with context sensitive pop-up
> help? I would like to do this, but I can't think of any method that is
> not extremely clumsy. Any suggestions?

Here's an idea: Suppose you had a widget button marked "Help" which could be either on or off. Then, in your event handler routine when you process a widget event it would look to see if this button was on. If it was, then a context-sensitive help screen would pop up; if not, then the button would just do what it was supposed to do.

Conceptually simple, but somewhat tedious since you'd have to put this IF..THEN..ELSE structure in for each possible widget event.

Bill Thompson
