
Subject: Re: Not Sure about widget hierarchy ??

Posted by [David Fanning](#) on Wed, 23 Apr 2003 19:24:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

paul wisehart (wisehart@runbox.com) writes:

> I am trying to learn the object-graphice & widget features
> of IDL. I have given myself a small "assignment" to help
> me learn this stuff.

Hooray! :-)

> Basically I want to display 2 images next to each other
> on the screen. These images are required to have the same
> dimensions. (This is useful)
>
> I am looking for opinions or comments on my widget-hierarchy.
>
> I have:
>
> 2 image-objects('idlgrimage')
> 2 model-objects('idlgrmodel')
> 2 view-objects('idlgrview')
> 1 scene-object('idlgrscene')
>
> 1 window-object('idlgrwindow') who's id is gotten
> from 1 draw_widget
>
> So far this does what I want. I have 2 images displayed next to
> each other.
>
> Is it possible to use 2 draw-widgets but still have 1 window??

Huh!? Draw widgets *are* windows! (Rather, windows are the "values"
of draw widgets, but you knew that.)

> Right now when I do mouse-overs on the draw window there is 1 coordinate
> system for both windows. I would like it if there could be seperate
> coord systems for each window. I want the corresponding areas of the
> widgets to have the same coordinates.
> (lower-left in `_both_` images being [0,0])
>
> I could do that the way I have it now, but I would have to do some
> coordinate translating. (i would have to keep track of the dimensions
> of the images so that I know which one i'm in)
>
> I will eventually figure out how to get this all to work, but I would
> like to know if theres an `_accepted_` or `_standard_` way of doing this?

There is no "accepted or standard" way of doing anything in object graphics that I have been able to discover. :-)

Object graphics are infinitely flexible (apparently), but the good news is that so few people use them you are in a good position to *develop* the standards!

My advice would be to do whatever makes your life easier. If I was in your shoes, I'd probably go for two graphics windows, because it sounds like you want them to be independent of each other.

> Should I do it both ways and see which works best?

Well, you said you were in the learning stage. This is how you become an expert, you know, by making all the stupid mistakes and keeping quiet about it. :-)

> (this is probably the best option, but I don't think I have the time)

Alas, don't let employment get in the way of personal development!

> Its all in on class-file.(I'm not sure how you say that in IDL)

I think the term is "classy", but you probably have to be a little further along first. :-)

Cheers,

David

--

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: Not Sure about widget hierarchy ??

Posted by [paul wisehart](#) on Wed, 23 Apr 2003 20:05:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, 23 Apr 2003 13:24:30 -0600, David Fanning <david@dfanning.com> wrote:

> Huh!? Draw widgets *are* windows! (Rather, windows are the "values"
> of draw widgets, but you knew that.)

Actually, I was a little unclear about the relationship between draw-widgets and window-objects. Your statement helps a lot.

- > My advice would be to do whatever makes your life easier.
- > If I was in your shoes, I'd probably go for two graphics windows, because it sounds like you want them to be independent of each other.

I want there to be one "window" to the user so I think I'll use one window. I actually just solved a part of my problem. I was having trouble placing 2 draw widgets in one window. I solved it by making a "draw" widget_base to specify that the draw-windows should be next to each other.

I am beginning to see how you can organize your widgets by having more than one base to which the widgets can belong.
(So far my little programs have only had the top-level-base base-widgets)
It was helpful for me to put a widget in a base-widget that didn't actually add anything.

Anyways, thanks for the input!

```
--  
paul  \ /  
wisehart >/  
  <///// $>  
  ||\|
```

Subject: Re: Not Sure about widget hierarchy ??
Posted by [Rick Towler](#) on Wed, 23 Apr 2003 20:20:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

"paul wisehart" wrote in message

- > Basically I want to display 2 images next to each other
- > on the screen. These images are required to have the same
- > dimensions. (This is useful)
- >

- > Is it possible to use 2 draw-widgets but still have 1 window??

No. A draw widget is a window. You probably can put two draw widgets right next to each other and set their FRAME properties so that there is no (or a very small) border making it look like one big window.

I think either approach would work and I don't think there is a "standard

way" but David may have something to say about that :) Personally I would probably take the two draw widgets really close to one another approach because I think it would be simpler in the end.

-Rick

Subject: Re: Not Sure about widget hierarchy ??

Posted by [David Fanning](#) on Wed, 23 Apr 2003 20:21:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

paul wisehart (wisehart@runbox.com) writes:

- > I am beginning to see how you can organize your widgets by having
- > more than one base to which the widgets can belong.
- > (So far my little programs have only had the top-level-base base-widgets)
- > It was helpful for me to put a widget in a base-widget that didn't actually
- > add anything.

Absolutely. You can't use too many base widgets, and I mean this sincerely. If you use base widgets to organize your interface, the chance of your program actually running on some other platform is immeasurably increased. :-)

Cheers,

David

--

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: Not Sure about widget hierarchy ??

Posted by [JD Smith](#) on Wed, 23 Apr 2003 21:09:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, 23 Apr 2003 13:20:17 -0700, Rick Towler wrote:

- > "paul wisehart" wrote in message
- >
- >> Basically I want to display 2 images next to each other on the screen.
- >> These images are required to have the same dimensions. (This is useful)

>>
>>
>> Is it possible to use 2 draw-widgets but still have 1 window??
>
> No. A draw widget is a window. You probably can put two draw widgets
> right next to each other and set their FRAME properties so that there is
> no (or a very small) border making it look like one big window.

I don't regard a draw widget as a window. It's a canvas, embedded in a base, which may be a top level base defining a window (i.e. that which has a title bar). How about:

```
IDL> b=widget_base(/ROW,SPACE=1)
IDL> d1=widget_draw(b,xsize=100,ysize=100)
IDL> d2=widget_draw(b,xsize=100,ysize=100)
IDL> widget_control, b,/realize
```

JD

Subject: Re: Not Sure about widget hierarchy ??
Posted by [David Fanning](#) on Wed, 23 Apr 2003 21:27:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

JD Smith (jdsmith@as.arizona.edu) writes:

> I don't regard a draw widget as a window. It's a canvas, embedded in a
> base, which may be a top level base defining a window (i.e. that which
> has a title bar). How about:
>
> IDL> b=widget_base(/ROW,SPACE=1)
> IDL> d1=widget_draw(b,xsize=100,ysize=100)
> IDL> d2=widget_draw(b,xsize=100,ysize=100)
> IDL> widget_control, b,/realize

Talk about namespace clashes! How about we talk about "application windows" which are those things with the nice menu bars on them and correspond to a top-level base widgets, and "graphics windows", which are those things you traditionally draw graphics in. When those things are objects, we could call them.... Oh, on second thought, just forget about the whole thing. :-(

Cheers,

David

--

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: Not Sure about widget hierarchy ??
Posted by [paul wisehart](#) on Thu, 24 Apr 2003 18:12:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the input.
It was very helpful.

I was still confused about draw_widgets & windows.

What I ended up doing was to have 2 window/draw_widgets
contained in one top-level-base. I think that was suggested
to me, but I was still confused about windows & draw-widgets,
so I didn't understand.

Thanks for the help!

Now I need to come up with some _real_ assignments for myself
so my employers will let me keep doing this stuff ! :)

--

paul \ /
wisehart >/
<///// \$>
|\\|
