
Subject: Re: Realizing a widget only once
Posted by [Pavel Romashkin](#) on Wed, 14 Apr 2004 15:32:56 GMT
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You would have to somehow record the fact that the widget has been created. The simplest place for doing this is a Common block with a specific name, where you can set a flag. There are alternatives that have been discussed here before; a Google groups search for IDL global variable would turn up quite a variety of answers.

Good luck,
Pavel

Ahammer Helmut wrote:

>
> Is there any possibility to open and realize a widget only once, even
> it is called several times? The widget is mainly a draw widget for
> images and is called from an other program or widget like this:
>
> DISPLAYIMAGE, Image = Image
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> The first call, or if there is no such widget present, should really
> realize the widget. The second call should not realize a second
> widget, but only put the new data (image) to the draw widget.
> I think the /OVERPLOT keyword for IIMAGE does equivalently what I
> want, but I can't follow the itools syntax for this feature.
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> Thank you for every input,
> Helmut Ahammer

Subject: Re: Realizing a widget only once
Posted by [R.Bauer](#) on Wed, 14 Apr 2004 21:14:14 GMT
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> Helmut Ahammer

Dear Helmut,

the only thing you need to know is the id of the draw widget. You do not need to copy this information elsewhere. You must only ask for it.

If the draw widget is already realized then you can get the id of the widget by it's uname.

```
id=WIDGET_INFO(event.top,FIND_BY_UNAME='DRAW_WINDOW')
```

How to use uname you could see here:

http://www.fz-juelich.de/vislab/software/idl_samples/Widgets/Oberflaechenwid5.pro

Further examples you'll find at

http://www.fz-juelich.de/vislab/software/idl_samples/IDL-Beispielsammlung.html

cheers

Reimar

--

Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg-i/>

=====

a IDL library at Forschungszentrum Juelich
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html

Subject: Re: Realizing a widget only once
Posted by [helaha](#) on Thu, 15 Apr 2004 06:36:27 GMT
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Reimar Bauer <R.Bauer@fz-juelich.de> wrote in message
news:<c5k8qh\$5iq1\$1@zam602.zam.kfa-juelich.de>...

> Ahammer Helmut wrote:

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>
> cheers
>
> Reimar

Thank you very much,

my display widget (a tlb widget) works already with the drawID and setting of the UVALUE for the event handling in a similar way as is done in your widget example (Oberflächchen). But how is this done between two tlb widgets? Perhaps I can store the drawID into a global variable or pointer and put the new image from the second tlb direct into the draw widget of the display widget.

Thanks, Helmut

Subject: Re: Realizing a widget only once
Posted by [R.Bauer](#) on Thu, 15 Apr 2004 07:52:58 GMT
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Ahammer Helmut wrote:

```
> Reimar Bauer <R.Bauer@fz-juelich.de> wrote in message
> news:<c5k8qh$5iq1$1@zam602.zam.kfa-juelich.de>...
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> into the draw widget of the display widget.
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> Thanks, Helmut

Dear Helmut,

you should have a look at the group_leader keyword. By this you could share all information about the widget hierarchy and all unames from one base to an other.

cheers

Reimar

--

Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg-i/>

=====
a IDL library at Forschungszentrum Juelich
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html

Subject: Re: Realizing a widget only once
Posted by [cabrera](#) on Thu, 15 Apr 2004 07:56:17 GMT
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What I use is XREGISTERED. Before create the widget you can use it

```
IF ( XREGISTERED('widget_name') NE 0 ) THEN RETURN ;already launched
```

```
WIDGET_CONTROL, fbase, /REALIZE  
XMANAGER, 'widget_name', fbase, GROUP_LEADER=group
```

Juan