Subject: Re: Storing variables in multiple widgets applications Posted by James Kuyper on Wed, 03 Nov 2004 17:26:48 GMT

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Jes?s Dom?nguez Colino wrote:

> Hi all,

>

- > i have read many things about user values and common blocks but still
- > don�t find the best solution.

>

- > Imagine you have a top-level base with many children and many
- > parameters each. Which is the best way to store these parameters? I am
- > storing all the parameters in the user value of the top-level base,
- > but i doni¿1/2t think this is the best solution when you have many
- > parameters. Defining common blocks is something that has also many
- > disadvantages. I have thought about defining external objects or
- > saving the variables to .sav files. Which is the optimal solutions?
- > What do you think?

When you have many parameters, I think you'll find that many of those parameters are specific to the component parts of your widget, rather than being specific to the top-level base. Therefore, store those parameters in the user values of the corresponding components.

Subject: Re: Storing variables in multiple widgets applications Posted by jesusin on Thu, 04 Nov 2004 07:50:09 GMT

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James Kuyper kuyper &kuyper@saicmodis.com wrote in message news:<418914D8.70008@saicmodis.com>...

>

- > When you have many parameters, I think you'll find that many of those
- > parameters are specific to the component parts of your widget, rather
- > than being specific to the top-level base. Therefore, store those
- > parameters in the user values of the corresponding components.

But when you kill these components you have to pass the parameters to the top-level base or store them somehow. Just imagine you need all the parameters for a "process button" in the top-level base. Greetings,

Jes�

Subject: Re: Storing variables in multiple widgets applications Posted by Antonio Santiago on Thu, 04 Nov 2004 10:51:54 GMT View Forum Message <> Reply to Message Perhaps you can encapsulate the information of every component in an object and asociate de UVALE to that object.

"component" <-----> "Object with compnent information"

The top-level widget UVALUE can have a set of references to the object information on every componen.

```
top-level <----> "Object component info 1"
----> "Object component info 2"
----> "Object component info 3"
```

You can remove the component and the last information persist in the object.

It is only an idea.

Bye:)

- > Jes?s Dom?nguez Colino wrote:
- > Hi all,

- > i have read many things about user values and common blocks but still
- > don�t find the best solution.

>

- > Imagine you have a top-level base with many children and many
- > parameters each. Which is the best way to store these parameters? I am
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- > disadvantages. I have thought about defining external objects or
- > saving the variables to .sav files. Which is the optimal solutions?
- > What do you think?

- > Thanks in advance,
- > Jes�

Subject: Re: Storing variables in multiple widgets applications Posted by kuyper on Sat, 06 Nov 2004 03:16:22 GMT

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jesusin@gmail.com (Jes?s Dom?nguez Colino) wrote in message news:<fd04930c.0411032350.4f49322@posting.google.com>... > James Kuyper <kuyper@saicmodis.com> wrote in message news:<418914D8.70008@saicmodis.com>...

>

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- > But when you kill these components you have to pass the parameters to
- > the top-level base or store them somehow. Just imagine you need all
- > the parameters for a "process button" in the top-level base.
- > Greetings,
- > Jes�s

If you still need the parameters after killing the component, then the parameter isn't really related to that component. You'll have to make it a part of the top-level base's user value, or at least store it in a pointer or a file that are referenced from the top-level base's user value. Sorry.

Subject: Re: Storing variables in multiple widgets applications Posted by R.Bauer on Sun, 07 Nov 2004 10:39:02 GMT

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Jes?s Dom?nguez Colino wrote:

> James Kuyper <kuyper@saicmodis.com> wrote in message news:<418914D8.70008@saicmodis.com>...

>

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- > the top-level base or store them somehow. Just imagine you need all
- > the parameters for a "process button" in the top-level base.
- > Greetings,
- > Jes�s

Dear Jes?s

this is a small example from our exercises. It shows how to use a

pointer as uvalue. The pointer stays as long as it is destroyed.

http://www.fz-juelich.de/vislab/software/idl_samples/Widgets /Oberflaechen/wid5.pro

more examples you'll find here.

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

cheers

Reimar

Reimar Bauer

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