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Subject: Re: Event when Window is activated

Posted by [David Fanning](#) on Wed, 08 Dec 2004 17:21:39 GMT

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Florian Meyer writes:

> is there a possibility to cause an event, when a GUI Window is  
> activated, i.e. one clicks on it so that it comes to the front.  
> My problem is that I have a main GUI and a subgui. When I change  
> something in the main GUI some displayed values in the subgui should  
> be adjusted. So I want to cause an event, when I look the next time at  
> the subgui, so that automatically the displayed values are renewed.  
> Is there a possibility (maybe a special keyword??) except timer  
> events??

I'd try:

```
Widget_Control, subGuiWidgetID, Send_Event={whatever_event_you_like}
```

Cheers,

David

P.S. This is pseudo code, of course. ;-)

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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Subject: Re: Event when Window is activated

Posted by [Mark Hadfield](#) on Wed, 08 Dec 2004 23:05:28 GMT

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David Fanning wrote:

> Florian Meyer writes:

>

>

>> is there a possibility to cause an event, when a GUI Window is  
>> activated, i.e. one clicks on it so that it comes to the front.  
>> My problem is that I have a main GUI and a subgui. When I change  
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>> the subgui, so that automatically the displayed values are renewed.  
>> Is there a possibility (maybe a special keyword??) except timer  
>> events??

>

>  
> I'd try:  
>  
> Widget\_Control, subGuiWidgetID, Send\_Event={whatever\_event\_you\_like}  
>

Hmmm. As I understand it, Florian wants a way of detecting when the sub-GUI is "looked at" so that he can renew its contents at that time.

Now, several IDL widget elements can be configured to generate IDL events in response to the actions of the user and/or the windowing system. For example, a draw widget can be configured to generate an event when it is exposed (by setting the EXPOSE\_EVENTS keyword) or when the mouse cursor moves over it (MOTION\_EVENTS keyword) and a base widget can be configured to generate an event when it receives or loses keyboard focus (KBRD\_FOCUS\_EVENTS keyword). There are others, though I'm not sure you can generate an event when a widget element is "looked at", because being looked at is not a well-defined UI event.

At least that's my understanding of the original question. But I think it would be more sensible to renew the sub-GUI immediately the main-GUI value changes. The problem then is how to tell the sub-GUI of the change. There are many ways to do that, depending on the program structure, and sending an event from the mainGUI is one of them.

--

Mark Hadfield            "Ka puwaha te tai nei, Hoesa tatou"  
m.hadfield@niwa.co.nz  
National Institute for Water and Atmospheric Research (NIWA)

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Subject: Re: Event when Window is activated  
Posted by [David Fanning](#) on Thu, 09 Dec 2004 02:36:27 GMT  
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Mark Hadfield writes:

> At least that's my understanding of the original question. But I think  
> it would be more sensible to renew the sub-GUI immediately the main-GUI  
> value changes. The problem then is how to tell the sub-GUI of the  
> change. There are many ways to do that, depending on the program  
> structure, and sending an event from the mainGUI is one of them.

Indeed. In the object widget environment I often code in, the sub-GUI would have registered "an interest" in knowing about things that happened in the main-GUI. When something of importance occurs, a message is sent to all interested parties. These messages are similar to events, although

passed directly from one widget object to another.

Cheers,

David

--

David Fanning, Ph.D.

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