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Subject: Re: launching many widgets at the same time  
Posted by [David Fanning](#) on Wed, 15 Jun 2005 11:37:13 GMT  
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KK T wrote:

> I am new to IDL programming. The following is what I had been trying  
> without any books on hand.  
>  
> I had created 3 .pro files of simple widget UI  
> called: widgetA.pro, widgetB.pro and widgetC.pro.  
>  
> I had created another .pro files which made a call to all of them as  
> such  
>  
> pro main  
> widgetA  
> widgetB  
> widgetC  
> end  
>  
> I run the main under IDL IDE and all widgets displayed on the screen.  
> However, when I build and export as a runtime executeable, only widgetA  
> appears on the screen. When I close this widget, widgetB appears and so  
> on.  
>  
> Do I have to use threads in the main such that all widgets will get to  
> appear at the same time on the screen?

Here is an article, written some time ago, but still probably relevant:

[http://www.dfanning.com/widget\\_tips/multiple\\_widgets.html](http://www.dfanning.com/widget_tips/multiple_widgets.html)

Basically, because the widget event loop will block in a run-time environment, you want to run your programs with the JUST\_REG keyword set on the XMANAGER call for your widget programs. Then, when all the programs are on the display, a single XMANAGER call will start the event loop for all three at once. It will look \*something\* like this:

```
pro main
widgetA, /Just_Reg
widgetB, /Just_Reg
widgetC, /Just_Reg
XManager
end
```

Where, say, widgetA (as well as the others) is defined like this:

```
pro widgeta, JUST_REG=just_reg
...
xmanager, ..., JUST_REG=Keyword_Set(just_reg)
end
```

Cheers,

David

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