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

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
```