
Subject: Re: How to retrieve information from an event to use it in another event?
Posted by [Vince Hradil](#) on Tue, 19 Jun 2007 13:45:19 GMT

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On Jun 19, 8:37 am, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com> wrote:

> Hello!
> Maybe it's a likely simple question, but I can't figure it out. I have
> 2 buttons and I want them to communicate. My widget has 2 buttons and
> each button is a separate event. Button A chooses an image A to open.
> Button B chooses an image B to open. I need to keep the information
> from image A in order to compare with image B. Because they are 2
> separate events, when the first events ends (opens image A) all the
> information about image A is lost. What do I need to do to keep the
> information from an event and use it in another event?
>
> obs: I use a CASE statement
>
> Thank you

Save the event structure in a variable?

Subject: Re: How to retrieve information from an event to use it in another event?
Posted by aleks.franca@gmail.co on Tue, 19 Jun 2007 13:55:55 GMT

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On 19 jun, 10:45, hradilv <hrad...@yahoo.com> wrote:

> On Jun 19, 8:37 am, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com>
> wrote:
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>> information from an event and use it in another event?
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>> obs: I use a CASE statement
>
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>
> Save the event structure in a variable?

Ok, I've tried that, but I don't know if I'm doing it right. How do I

save the event in a variable?

Subject: Re: How to retrieve information from an event to use it in another event?

Posted by [Vince Hradil](#) on Tue, 19 Jun 2007 14:11:47 GMT

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On Jun 19, 8:55 am, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com> wrote:

> On 19 jun, 10:45, hradilv <hrad...@yahoo.com> wrote:

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>>> information from an event and use it in another event?

>

>>> obs: I use a CASE statement

>

>>> Thank you

>

>> Save the event structure in a variable?

>

> Ok, I've tried that, but I don't know if I'm doing it right. How do I

> save the event in a variable?

You could use a global variable. But how about this, is it possible to query the current stat of the "other" widget to determine the information that you need using WIDGET_INFO or WIDGET_CONTROL?

Subject: Re: How to retrieve information from an event to use it in another event?

Posted by [Paul Van Delst\[1\]](#) on Tue, 19 Jun 2007 14:55:03 GMT

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aleks.franca@gmail.com wrote:

> Hello!

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> 2 buttons and I want them to communicate. My widget has 2 buttons and
> each button is a separate event. Button A chooses an image A to open.
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> separate events, when the first events ends (opens image A) all the
> information about image A is lost. What do I need to do to keep the
> information from an event and use it in another event?

What do you mean be "information from image A" ? The image itself (for comparison with image B) or information about image A (e.g. size, min/max vals etc) ?

Asking the same question a bit more broadly: What, exactly, do you want your widget to do?

cheers,

paulv

--

Paul van Delst Ride lots.
CIMSS @ NOAA/NCEP/EMC

Eddy Merckx

Subject: Re: How to retrieve information from an event to use it in another event?

Posted by aleks.franca@gmail.com on Tue, 19 Jun 2007 16:34:14 GMT

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On 19 jun, 11:55, Paul van Delst <Paul.vanDe...@noaa.gov> wrote:

> aleks.fra...@gmail.com wrote:

>> Hello!

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>> 2 buttons and I want them to communicate. My widget has 2 buttons and
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> image B) or information about image A (e.g. size, min/max vals etc) ?

>

> Asking the same question a bit more broadly: What, exactly, do you want your widget to do?

>

> cheers,

>

> paulv

>

> --

> Paul van Delst Ride lots.
> CIMSS @ NOAA/NCEP/EMC Eddy Merckx

Ok, I'll try it in another way.

I have I have 2 buttons: Open1 and Open2

;Starts here

CASE eventval OF

'Open1' :BEGIN

 cd,'c:\rsi\idl63\examples\data'

 envi_select, title="WAVECHANGE: Select 'Initial State' Image", \$

 fid=fid1, dims=dims1, pos=pos1

 if (fid1 eq -1) then return

 envi_file_query, fid1, fname=fname1, bname=bname1, \$

 data_type=data_type1, \$

 ns=ns1, nl=nl1, nb=nb1, \$

 sname=sname1, xstart=xstart1, ystart=ystart1

 WIDGET_CONTROL,(*pinfo).wOpen1,SENSITIVE=0

 WIDGET_CONTROL,(*pinfo).wOpen2,SENSITIVE=1

END

'Open2' :BEGIN

 envi_select, title="WAVECHANGE: Select 'Final State' Image", \$

 fid=fid2, dims=dims2, pos=pos2

 if (fid2 eq -1) then return

 envi_file_query, fid2, fname=fname2, bname=bname2, \$

 data_type=data_type2, \$

 ns=ns2, nl=nl2, nb=nb2, \$

 sname=sname2, xstart=xstart2, ystart=ystart2

 name_pos = STRPOS(fname1, '\', /REVERSE_SEARCH)

 path=STRMID(fname1, 0,name_pos+1)

;;

;;_____HERE IS THE PROBLEM..

;;_____I need to compare fid1 with fid2, but the program kills all
information from 'Open1' event

;;

```

if (fid1 eq fid2) then begin
    message=[["You have selected the same image twice!"],[""],
["Please, select both images again"]]
    result=dialog_message (message,title="Error!", /error)
    return
endif

if (nb1 ne nb2) then begin
    message=[["The selected images must have the same number of
bands!"],[""],["Please, select both images again"]]
    result=dialog_message (mensagem,title="Error!", /error)
    return
endif

```

END

When I finish the first case, it seems that all the information about 'Open1' is killed. I need the variables from Open1 to use them in my 'Open2'. In other words, I need to retrieve the variables: fid1, dim1, pos1, data_type1, ns1, nl1, nb1, sname1, xstart1, ystart1.

I hope I was clear this time.

Thank you.

Subject: Re: How to retrieve information from an event to use it in another event?

Posted by [Vince Hradil](#) on Tue, 19 Jun 2007 16:54:47 GMT

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On Jun 19, 11:34 am, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com> wrote:

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>

>

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>> image B) or information about image A (e.g. size, min/max vals etc) ?
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>> Asking the same question a bit more broadly: What, exactly, do you want your widget to do?
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>> cheers,
>
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>> --
>> Paul van Delst      Ride lots.
>> CIMSS @ NOAA/NCEP/EMC      Eddy Merckx
>
> Ok, I'll try it in another way.
>
> I have I have 2 buttons: Open1 and Open2
>
> ;Starts here
> CASE eventval OF
>   'Open1' :BEGIN
>     cd,'c:\rsi\idl63\examples\data'
>     envi_select, title="WAVECHANGE: Select 'Initial State' Image",$
>       fid=fid1, dims=dims1, pos=pos1
>
>     if (fid1 eq -1) then return
>
>     envi_file_query, fid1, fname=fname1, bname=bname1,$
>       data_type=data_type1,$
>       ns=ns1, nl=nl1, nb=nb1,$
>       sname=sname1, xstart=xstart1, ystart=ystart1
>
>     WIDGET_CONTROL>(*pinfo).wOpen1,SENSITIVE=0
>
>     WIDGET_CONTROL>(*pinfo).wOpen2,SENSITIVE=1
>
>   END
>
>   'Open2' :BEGIN
>
>     envi_select, title="WAVECHANGE: Select 'Final State' Image",$
>       fid=fid2, dims=dims2, pos=pos2
>
>     if (fid2 eq -1) then return
>
>     envi_file_query, fid2, fname=fname2, bname=bname2,$
>       data_type=data_type2,$
>       ns=ns2, nl=nl2, nb=nb2,$
>       sname=sname2, xstart=xstart2, ystart=ystart2

```

```

>
>         name_pos = STRPOS(fname1, '\', /REVERSE_SEARCH)
>         path=STRMID(fname1, 0,name_pos+1)
>
> ;;
> ;;_____HERE IS THE PROBLEM..
> ;;_____I need to compare fid1 with fid2, but the program kills all
> information from 'Open1' event
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>         if (fid1 eq fid2) then begin
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>         endif
>
>     END
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> When I finish the first case, it seems that all the information about
> 'Open1' is killed. I need the variables from Open1 to use them in my
> 'Open2'. In other words, I need to retrieve the variables: fid1, dim1,
> pos1, data_type1, ns1, nl1, nb1, sname1, xstart1, ystart1.
>
> I hope I was clear this time.
>
> Thank you.

```

make an info structure in your "main" program like:

```
info = {fid1:(-1), fid2:(-1), nb1:0L, nb2:0L .. etc }
```

make a pointer to that

```
infoPtr = ptr_new(info)
```

in your event function put:

```
widget_control, event.top, get_uvalue=infoPtr
```

Then you can look use (*infoPtr).fid1, etc...

Subject: Re: How to retrieve information from an event to use it in another event?

Posted by [Michael Galloy](#) on Wed, 20 Jun 2007 03:49:07 GMT

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On Jun 19, 10:54 am, hradilv <hrad...@yahoo.com> wrote:

```
> make an info structure in your "main" program like:  
> info = {fid1:(-1), fid2:(-1), nb1:0L, nb2:0L .. etc }  
> make a pointer to that  
> infoptr = ptr_new(info)
```

Don't forget to save the pointer in the tlb's UVALUE:

```
widget_control, tlb, set_uvalue=infoptr
```

```
> in your event function put:  
> widget_control, event.top, get_uvalue=infoptr  
>  
> Then you can look use (*infoptr).fid1, etc...
```

Yes, this is the basic idea most people use when writing widget programs. Save information in fields of a structure that is stored (either directly or via a pointer) in the top-level base's UVALUE. If you use a pointer, be sure to free the pointer when the program finishes (use the CLEANUP keyword to XMANAGER).

Mike

--

www.michaelgalloy.com
