Subject: Re: Adding Widgets to ENVI
Posted by Jeff N. on Tue, 18 Sep 2007 00:32:56 GMT
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On Sep 17, 7:02 pm, David Fanning <da...@dfanning.com> wrote:
> Folks,
>
> Suppose, for whatever reason, I did NOT want to add widgets
> to a user function in ENVI with WIDGET_AUTO_BASE. Suppose
> I understood widget programming and felt comfortable building
> my own widgets. How would I go about getting a widget ID
> from ENVI so that I could pass it as a group leader to
> my widget creation function and build a legitimate
> modal widget. (Recall that to make a widget a modal
> widget, you must also specify a group leader for that
> widget.) Can I somehow obtain the TLB for the ENVI
> menu bar?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/

David,

If you write a function that gets called from the ENVI menu, you're
still passed an event structure, so can't you use the "top" element
(ie, event.top) from that structure to do what you want?

Jeff

Subject: Re: Adding Widgets to ENVI
Posted by David Fanning on Tue, 18 Sep 2007 00:48:43 GMT
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Jeff N. writes:

> If you write a function that gets called from the ENVI menu, you're
> still passed an event structure, so can't you use the "top" element
> (ie, event.top) from that structure to do what you want?

Oh, my gosh. Working in a new editor is worse than

I thought... :-(

Sorry to have bothered you. Thanks.

Cheers,

David

P.S. It's kinda like working those damn doors in a foreign
country. Everything is so different, you forget even the
things you know perfectly well.

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")