
Subject: Re: pState structure without widgets?

Posted by [David Fanning](#) on Tue, 13 May 2008 14:48:48 GMT

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Gianluca Li Causi writes:

- > I'm developing an application that should be used in widget-mode as
- > well as in non-widget-mode, basing on the user's choice.
- >
- > As usual, I'm using the pState structure to communicate between widget
- > functions and store widget's values, but how can I still use this
- > variable in the non-widget-mode?
- >
- > I've originally coded the program in widget-mode, now I would try to
- > make it work in non-widget-mode without to re-write the full code....
- >
- > Could someone help?

Probably not, since I lack the imagination to even think how this could even happen. :-)

I'd write the darn thing as an object, though, with a GUI method for displaying the widget part of the program. Your pState structure then becomes the object member data, and you can use the program with or without a graphical front end.

Cheers,

David

--

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.")

Subject: Re: pState structure without widgets?

Posted by [Gianluca Li Causi](#) on Tue, 13 May 2008 15:32:47 GMT

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On May 13, 4:48 pm, David Fanning <n...@dfanning.com> wrote:

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>
> Cheers,
>
> David

I see, you're right that I must fully separate graphical front end
from the rest of the code, and this can be well done only with object
coding...

Thanks
Gianluca

Subject: Re: pState structure without widgets?
Posted by [Robbie](#) on Wed, 14 May 2008 22:58:31 GMT
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I have resorted to writing "widget methods" which take the first
argument as the pState. For example:

```
mywidget_build, pState  
mywidget_show, pState
```

I used pass around the widget id, until I encountered issues when
attempting to unpack the UVALUE twice. To be completely safe, pState
should be a pointer to a structure. By the time you've done everything
the *right* way, you might as well just use objects.

Compare the syntax of these two statements

```
data = *(*pState).pData
```

```
data = *self.pData
```

Which statement makes more sense to you?

Robbie
