Subject: Re: Where O Where Di My Pointer Go?
Posted by David Fanning on Tue, 15 Jul 2008 19:32:08 GMT
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phillipbitzer@gmail.com writes:

- > I've battling with this for a week now, and I think it needs a fresh
- > pair of eyes. I am working on code that pops up a Modal Widget, does
- > some manipulation, and pass some information back to the user. For
- > reference, I am using D Fanning's general approach to this problem.

I think you are going to have to look at textbox.pro just a little more carefully. :-)

```
> filter_dialog_info = {filter_times:PTR_NEW(times), $
> filter_data:PTR_NEW(data), $
> filter_data1:PTR_NEW(data), $
> filter_data2:PTR_NEW(data), $
> filter_data3:PTR_NEW(data)}
> WIDGET_CONTROL, tlb, SET_UVALUE=filter_dialog_info, /No_copy
```

Your pointers are in a structure that you store in the UVALUE of your TLB. This structure is completely and utterly destroyed by the time you get to the other side of your XMANAGER call. And, while the pointers are there, you have no way to get to them now.

Make your pointers outside this structure, \*then\* put them in the structure. That way, you will have access to them when you need them.

Cheers.

David

--

David Fanning, Ph.D. Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Where O Where Di My Pointer Go? Posted by phillipbitzer on Tue, 15 Jul 2008 19:43:00 GMT View Forum Message <> Reply to Message

/begin long string of curse words.....

Thanks David, that did the trick. Oh, since I bought your book, I was looking at OpenImage.pro :-)

```
On Jul 15, 2:32 pm, David Fanning <n...@dfanning.com> wrote:
> phillipbit...@gmail.com writes:
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>
   filter_dialog_info = {filter_times:PTR_NEW(times), $
                 filter_data:PTR_NEW(data), $
>>
                 filter data1:PTR NEW(data), $
>>
                 filter_data2:PTR_NEW(data), $
>>
                 filter data3:PTR NEW(data)}
>>
>> WIDGET CONTROL, tlb, SET UVALUE=filter dialog info, /No copy
>
> Your pointers are in a structure that you store in the UVALUE
> of your TLB. This structure is completely and utterly destroyed
> by the time you get to the other side of your XMANAGER call.
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> them now.
> Make your pointers outside this structure, *then* put them
> in the structure. That way, you will have access to them
> when you need them.
>
> Cheers,
>
> David
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```