
Subject: Where O Where Di My Pointer Go?

Posted by [phillipbitzer](#) on Tue, 15 Jul 2008 19:23:49 GMT

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Gurus-

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've put some code at the bottom.

Here's how the program works:

The main routine is "display_fcm_data_GUI_filter_data". This calls the dialog routine, where I put the widgets in a base, realize the widget, define a structure of pointers (called filter_dialog_info), and put a this into the widget. I then register the widget (and it's event handler) with Xmanager. Everything works in the event handler until I try to get out of the widget. When I reach the END statement of the event handler, I can still access filter_dialog_info. If I try .stepover from this point, I enter into the xmanager.pro routine. At this point I can no longer access any of filter_dialog_info, but the pointers are still in memory. What in the world am I doing wrong?

Thanks, PMB

```
CODE:.....
PRO display_fcm_data_GUI_filter_dialog_events, event
;.....;event handler
but_make = WIDGET_INFO(event.top, FIND_BY_UNAME='but_make_plots')
but_freq1 = WIDGET_INFO(event.top, FIND_BY_UNAME='but_freq1')

CASE event.id OF
but_make : BEGIN
    ;do some stuff with filter_dialog_info - this works
    END
but_freq1 : BEGIN
    WIDGET_CONTROL, filter_dialog,
GET_UVALUE=filter_dialog_info, /NO_COPY
    *filter_dialog_info.filter_data =
*filter_dialog_info.filter_data1 ;ASSIGN A NEW VALUE
    WIDGET_CONTROL, event.top, /DESTROY
    END
    ELSE: ;do nothing
ENDCASE

END;..... ; CAN
```

STILL ACCESS filter_dialog_info

```
FUNCTION display_fcm_data_GUI_filter_dialog, times, data, Group_Leader  
= group_leader
```

```
.....pops up the widget
```

```
IF N_ELEMENTS(group_leader) EQ 0 THEN $  
  tlb = WIDGET_BASE(Title='Filter Stuff', /MODAL,  
  Group_leader=group_leader, UNAME='filter_dialog') $  
ELSE tlb = WIDGET_BASE(Title='Filter Stuff', ROW=4,  
  UNAME='filter_dialog')
```

```
;other widgets in tlb go here
```

```
  make_plotsID = WIDGET_BUTTON(tlb, UNAME='but_make_plots', VALUE='Make  
Plots')  
  keep_butID = WIDGET_BASE(tlb)  
  but_orig = WIDGET_BUTTON(keep_butID, UNAME='but_freq1',  
  VALUE='Keep Filtered Data', Sensitive=0)
```

```
WIDGET_CONTROL, tlb, /realize
```

```
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
```

```
XMANAGER, 'display_fcm_data_GUI_filter_dialog', tlb, $  
event_handler='display_fcm_data_GUI_filter_dialog_events'
```

```
filtered_data = *filter_dialog_info.filter_data ;IDL doesn't know  
what filter_dialog_info is!!!!
```

```
PTR_FREE, filter_dialog_info.filter_times  
PTR_FREE, filter_dialog_info.filter_data  
PTR_FREE, filter_dialog_info.filter_data1  
PTR_FREE, filter_dialog_info.filter_data2  
PTR_FREE, filter_dialog_info.filter_data3
```

```
RETURN, filtered_data  
END.....
```

```
PRO display_fcm_data_GUI_filter_data, event  
.....this calls the pop up widget
```

```
out = display_fcm_data_GUI_filter_dialog( *info.times, *info.data,  
group_leader = event.top)
```

```
;do something with out
```

```
END;,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,  
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```
