
Subject: programming with widgets

Posted by [natha](#) on Tue, 12 May 2009 19:25:21 GMT

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Hi folks,

I'm a little bit confused when I use widgets..

To create a widget, sometimes I use objects with a function called GenericClassEventHandler.

Something like this:

```
function widget::Init()
self.base=widget_base(uvalue=self)
...
xmanager, 'widget', self.base,
event_handler='genericclassevent_handler'
return,1
end
```

Sometimes I create procedures using the state structure in a User Value. For example:

```
...
state={var_a: 0!, var_b: 0!}
widget_control, base, set_uvalue=state, /no_copy
...
```

I don't know which is the best option to preserve the application state and some variables...

Now, I need to create a widget to display a list of options. The user will select one option and he'll close the widget. Something like the `DIALOG_MESSAGE()` using the `QUESTION` keyword. Something like this: `result=MY_WIDGET(options)`

So, for do that, which is the best option?? Any ideas or suggestions ?

Thanks,
natha
