
Subject: Compound Widgets

Posted by [weclifton](#) on Sat, 29 Aug 2009 13:49:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

I've been creating my own widgets sucessfully for a while but want to leverage existing compound widgets for common tasks (duh). My problem is I do not understand how to incorporate them into my applications -- for example, I would like to use the cw_light_editor.

I add it to a base widget (triggered by a menu event):

Pro edit_lighting, event

 ;Retreive pointer to structure of parameters to be passed between events

 Widget_Control, event.top, GET_UVALUE=info

 ;Create base widget for light editor

 lightingBase=Widget_Base(COLUMN=1, TITLE='Lighting', GROUP_LEADER=(*info).tlb, UNAME='lightingBase')

 ;Create compound widget, add my light object

 lightEditor = cw_light_editor(lightingBase, light=(*info).oLight0)

 ;Realize the base/compound widget

 Widget_Control, lightingBase, /REALIZE

End

My light object is simply:

 ;Create light object (oLight0 is added to the parameter structure)

 oLight0 = Obj_New('IDLgrLight')

 ;Set some properties

 oLight0->SetProperty, \$

 INTENSITY= 0.500000, \$

 LOCATION= [10.0000000, 10.0000000, 20.0000000], \$

 TYPE= 2 ;Directional

 ;Add the light to my model object

 oModel->Add, oLight0

When I run this, my application freezes and IDL throws a fatal error.

What am I doing wrong? I've looked at the xdice.pro example and David

Fanning's book, but still can't figure out what is going on.

Thanks,
Bill
