
Subject: Re: mbar and event handlers

Posted by [Ken Knighton](#) on Wed, 06 Dec 1995 08:00:00 GMT

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runar.jorgensen@fys.uio.no wrote:

```
>
> I'm having some problems with eventhandlers and mbar. I'll illustrate
> with some sample code:
>
> First the event handler. Then the widget creating routine.
>
> PRO menu_base_Event, Event
```

Should be root_event, event

```
> widget_control,Event.Id,GET_UVALUE=Ev
> .
> .
> end
>
> PRO root
> ROOT = widget_base(mbar=menu_base,...)
> HelpMenuDesc = [...]
> HelpMenu = cw_pdmnu(menu_base, /mbar, HelpMenuDesc,...)
>
> widget_control,root,/realize
> xmanager,'menu_base',menu_base
    ~~~~~~
```

Should be xmanager, 'root', ROOT

```
> end
>
> This works fine, but then I want to add a couple of new buttons in a
> sub_base of ROOT. This is were everything goes wrong.
>
> sub_base = widget_base(ROOT)
> button=widget_button(sub_base,...)
>
```

This is because you are telling xmanager to assign the event handler to the menubar base instead of the top level base. In essence, the top level base and all of its sub-widgets except the menubar and its children are not being managed. That means that you can click on the button all day long and nothing is done with the event that is produced. You may want to go back and read the documentation on xmanager and look at some of the examples that are provided with the IDL distribution.

```
> The button does not recognize sub_base nor ROOT. Do I need an additional
> eventhandler for these buttons?
```

You have your terms confused. The button produces events which then must be processed in order for them to do anything. Since the button's events are not being intercepted by the xmanager (which uses widget_event), they simply head to the bit bucket.

I hope this helps.

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Subject: Re: mbar and event handlers
Posted by [Runar Jørgensen](#) on Thu, 07 Dec 1995 08:00:00 GMT
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>> This is because you are telling xmanager to assign the event handler
>> to the menu bar base instead of the top level base.

Not quite. The menu bar base is the top (or main, root) base.

My point is that unless the event handler routine is named according to the menu bar base it will not respond to events generated by any item in the menu bar. But it is responding fine to events generated by e.g. a button (child widget of top level base).

But if the event handler routine is named after the menu bar name, it will respond to menu bar events but not to e.g. button widgets even if they are child of the same base. BTW, the base of a button can not be the name of the menu bar. I've tried.

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