
Subject: Re: Help with widgets code

Posted by [mberkley](#) on Tue, 08 Dec 1992 21:29:44 GMT

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> On Mon, 7 Dec 1992 19:49:25 GMT, scowen@wfpc3.la.asu.edu (Paul A. Scowen) said:

PAS> Now, what I'm faced with is a lack of communication between the
PAS> two proc's. For instance, if I have displayed my fabulous image
PAS> into the draw widget, and then hand off control to the xmanager,
PAS> but then decide that I want a button (already defined) to
PAS> initiate a redraw of the image but using the log of the data, how
PAS> do I tell the event proc what the original image array was?
PAS> There appears to be no way to pass this information across the
PAS> xmanager call?

You need to use the UVALUE of one of the widgets; the top level widget works best.

Before XMANAGER call:

```
WIDGET_CONTROL,SET_UVALUE=mydata,topwidget
```

In event handler:

```
WIDGET_CONTROL,GET_UVALUE=mydata,event.top
```

mydata can be an anonymous structure, an array, anything you want.

A few hints:

1. Don't use common blocks in widgets ever: you pay for them later if you want to support multiple instances of any particular widget. IDL sample widgets (e.g. animate,slicer) suffer from this problem.
2. Remember that the uvalue is a copy of the original data, not a pointer to it. This is usually not a problem, but I had some problems with passing huge structs around because I could only pass a copy and not a pointer.

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Subject: Re: Help with widgets code

Posted by [hm342st](#) on Wed, 09 Dec 1992 08:35:15 GMT

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> problem.

This is not completely true concerning the common blocks. The first time using the widget set I was misled by the examples and used UVALUE just as an identifier. No idea assigning 'real' data to it.

I found a solution using common blocks. They are not as bad as it seems. It really depends on the data connected to them! I used list structures which are fairly easily to handle. Using e.g. the base_widget as a key in the list, it was possible to do all the things I, of course, better should have done using a more complex UVALUE (multiple instances).

Nowadays I am using UVALUES, but I could not get rid of the lists, either.

I think, Vers. 3.0 with its possibility to find out some relations between widgets will remove further lists.

- J"org

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