Subject: Help with widgets code
Posted by scowen on Mon, 07 Dec 1992 19:49:25 GMT

Hi,

I need to talk to some kind individual who can help me with the complex world
of widget coding. Please don't groan, I'm not a complete beginner, but I am
running into problems that I can't seem to cirumvent. Please find a short
description of the problem below. Any responses would be appreciated.

I am attempting to create a generic image display interface within IDL using
the widgets available in that environment. Following the prototypical
description used for most of the example widget proc's I have split the code
into two parts, one the widget description and realisation, and the second
the event handler.

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

This is just one specific example of this problem, there are numerous cases
where re-accessing the original dataset for whatever reason due to functions
implemented by button clicks in the widget are likely. I look foward to some
educated person helping this floundering novice. Thanks.

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