
Subject: RE: Mark Rivers object example
Posted by [mallozzi](#) on Sat, 21 Jun 1997 07:00:00 GMT
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Hey everyone,

It seems that you can just define a method `example::init_event`, and it gets called by XMANAGER as usual; that is, XMANAGER just appends `"_event"` for the default event handler.
That is very cool...

One thing I noticed: when the PRINT statement is executed, a blank line appears after button name is printed.

-bob

```
IDL> print, !version  
{ x86 linux unix 5.0 Apr 28 1997}
```

```
; --- BEGIN example__define.pro ---
```

```
FUNCTION example::init
```

```
    base = WIDGET_BASE(UVALUE = self, /COLUMN, XS = 300)  
    self.widgets.base = base
```

```
    self.widgets.but = WIDGET_BUTTON(base, VALUE = 'Button')  
    self.widgets.exit = WIDGET_BUTTON(base, VALUE = 'Exit')
```

```
    WIDGET_CONTROL, BASE, /REALIZE
```

```
    XMANAGER, 'example::init', base, /NO_BLOCK
```

```
    RETURN, 1
```

```
END
```

```
PRO example::init_event
```

```
    theEvent = self
```

```
    WIDGET_CONTROL, theEvent.id, GET_VALUE = theButton  
    PRINT, theButton, ' button pressed.'
```

```
END
```

PRO example__define

```
widgets = {example_widgets, base: 0L, but: 0L, exit: 0L}  
data = FLTARR(30)  
t = {example, widgets: widgets, data: data}
```

END

; --- END example__define.pro ---
