
Subject: Widget Hierarchy

Posted by [DMottershead](#) on Wed, 14 Jan 1998 08:00:00 GMT

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I have a couple of questions about a program I am attempting to write. First of all, what I am trying to achieve is a graphical widget interface which will read files and plot them using object graphics. Then I would like another level of interface (a new base) to appear and be able to change the plot options and then implement them on the plot. The first part of this task has been achieved (ie I have been able to read in a file and plot the data in an object window with some default axes, headings etc). My problem now is that I have set up these defaults in the main procedure and I would like to change the values using the second widget. I have tried using pointers to structures created in the main procedure but when the lower interface is realized it doesn't recognise these pointers. I also have a menubase to choose the type of parameters I want to change. eg if I would like to change the x-axis properties I would like to be able to press a button and see a new widget appear with the x-axis properties and be able to change them and when this widget base is destroyed, the plot is updated. Would anyone have an example of this hierarchical setup with pointers? Thanks

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Regards

David

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Subject: Re: Widget Hierarchy

Posted by [David Fanning](#) on Wed, 28 Mar 2007 13:21:41 GMT

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prahladvkumar@gmail.com writes:

- > I am having 4 base widgets by name A, B, C, D. All are independent
- > widgets.
- >
- > Base Widget A has some objects by name A1, A2, A3, A4
- >
- > and Base Widget B has some objects B1, B2, B2,B3, B4
- >
- > Like wise base widget C has C1,C2,C3,C4.

>
> My intension is to exchange the values between B1 and C1 or A1 to B1
> i.e., passing the values of various objects that lie in different
> bases.
>
> Please provide me a solution.

Widget_Control, widgetID, Send_Event=someEvent

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Widget Hierarchy

Posted by [David Fanning](#) on Wed, 28 Mar 2007 13:33:00 GMT

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David Fanning writes:

> Widget_Control, widgetID, Send_Event=someEvent

Here is an article that explains how this works
in XCOLORS:

http://www.dfanning.com/color_tips/using_xcolors.html

Cheers,

David

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David Fanning, Ph.D.

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