

---

Subject: Re: Communication between top-level bases.

Posted by [davidf](#) on Fri, 29 May 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Imanol Echave ([ccaeccai@sc.ehu.es](mailto:ccaeccai@sc.ehu.es)) writes:

> I have a widget program with a top-level base which is the group leader of some  
> other top-level bases. The events produced in the "child" top-level bases must  
> be communicated to the "parent" top-level base. Do you know an "elegant" way to  
> do this?

I like to define all "spawned" top-level base programs with a NOTIFY\_ID keyword. This keyword accepts a vector of widgets that should be "notified" when something of importance happens. When the thing I'm looking for occurs, I use WIDGET\_CONTROL to SEND\_EVENT to the widget that needs to be notified. Sometimes I make this event structure up to suit myself, or sometimes it is just a normal event structure that I pass along to another event handler.

You can see an example of how this works in my XCOLORS program, a program that can "notify" a widget program that the colors in the color table have changed. That program can then, for example, redisplay an image that is required. PROCESS is a program that gets notified by XCOLORS when the color table is changed.

This is also explained more fully in the last two chapters of my book. I use the technique there to write non-modal widget dialogs without using common blocks.

Cheers,

David

-----  
David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---