





> using a NotifyID keyword to pass events and change things.

No, no, no. In fact, these days, ALL of my compound widgets are written as objects. The purpose of the FUNC\_GET\_VALUE for these objects is to return the "self" object, which I can then control by means of methods. This makes it incredibly easy to manipulate the internal widgets of a compound widget.

I've been meaning to write an example of this, but most of my real programs are too complex for instructional programs, and I haven't had the time to write a simple, but meaningful, example. I promise to do it, but I really can't say when. :-)

Cheers,

David

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Subject: Re: Source Code: A min/max compound widget  
Posted by [rmlongfield](#) on Thu, 24 Sep 1998 07:00:00 GMT  
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In article <36098201.C8C40513@REMOVECAPSloki.srl.caltech.edu>,  
Doug Larson <djl@REMOVECAPSloki.srl.caltech.edu> wrote:

> Hi All,  
> I just finished a compound widget using sliders for getting the  
> minimum  
> and maximum of some range. I have included a simple test code at the  
> bottom  
> of the file for people to see what the widget does.

Hi Doug,

I downloaded your compound widget and it works fine on an SGI IDLv5.0. I have already something that does a similar thing but in a very inelegant (unelegant?) and inflexible way. I'll try using your program instead, as it is written as a CW (and not a bunch of confusing statements which is what I have now).

I am re-visiting the construction of compound widgets, having had not so much success a few months ago when first starting widgets. I'll probably be studying your program to hopefully get some ideas, in particular, the use of PRO\_SET\_VALUE and FUNC\_GET\_VALUE which are not very well documented. (Nor can I find their use anywhere on DWF's web page :( Dave seems to prefer using a NotifyID keyword to pass events and change things.

Thanks  
Rose

-----== Posted via Deja News, The Leader in Internet Discussion ==-----  
[http://www.dejanews.com/rg\\_mkgrp.xp](http://www.dejanews.com/rg_mkgrp.xp) Create Your Own Free Member Forum

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Subject: Re: Source Code: A min/max compound widget  
Posted by [davidf](#) on Thu, 24 Sep 1998 07:00:00 GMT  
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Doug Larson ([djl@REMOVECAPSloki.srl.caltech.edu](mailto:djl@REMOVECAPSloki.srl.caltech.edu)) writes:

- > 2) After watching "South Park" last night I realized that I
- > should have made the widget do both float and integer.

Don't worry about it. Most of my \*really\* good programming ideas come about 10 seconds after I hit the SEND button. :-)

- > 3) The extremely thin IDL volume on Objects & Graphics led me
- > to believe that I would be spending far too much time learning
- > Object Oriented Programming without a net and not getting any
- > work done. David's statement about "programs are too complex"
- > seems to justify my delay into OOP.

No, no, no. Just the opposite. Object-oriented programming is so easy that programs get complex just by virtue of you thinking, "Oh, wouldn't it be neat if..." I find it hard to STOP writing object programs. There is just no end to the neat things you can do with them.

Besides, this newsgroup is a good safety net. :-)

Cheers,

David

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