
Subject: Compound widgets

Posted by [Paul Crossley](#) on Wed, 14 Oct 1998 07:00:00 GMT

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Is it possible to change the sensitivity of an individual object inside a compound form widget (cw_form), I can change the sensitivity of the whole form, but not individual components (i.e. textbox)...any ideas ?

Thanks

Paul

Subject: Re: Compound widgets

Posted by [David Foster](#) on Wed, 14 Oct 1998 07:00:00 GMT

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Paul Crossley wrote:

>

> Is it possible to change the sensitivity of an individual object inside
> a compound form widget (cw_form), I can change the sensitivity of the
> whole form, but not individual components (i.e. textbox)...any ideas ?

>

> Thanks

>

> Paul

Paul -

Sure. Just use the IDS=ids keyword to return the widget ID's of the widget elements of the form, and use

```
widget_control, ids[i], sensitive=0
```

to control the sensitivity of the individual widgets.

Dave

--

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
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(619) 622-5892      8950 Via La Jolla Drive, Suite 2240  
La Jolla, CA 92037  
~~~~~

Subject: Re: Compound Widgets

Posted by [David Fanning](#) on Sat, 29 Aug 2009 14:03:26 GMT

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Bill writes:

> I've been creating my own widgets sucessfully for a while but want
> to leverage existing compound widgets for common tasks (duh). My
> problem is I do not understand how to incorporate them into my
> applications -- for example, I would like to use the cw_light_editor.

I'm just walking out the door to play tennis, but does
adding an XMANAGER call just after you realize the
compound widget help at all?

If so, I'll explain my theory later. :-)

Cheers,

David

--

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: Compound Widgets

Posted by [weclifton](#) on Sun, 30 Aug 2009 18:16:04 GMT

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On Aug 29, 10:03 am, David Fanning <n...@dfanning.com> wrote:

> Bill writes:

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>> to leverage existing compound widgets for common tasks (duh). My
>> problem is I do not understand how to incorporate them into my
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>

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> Cheers,

>

> David

> --

- > David Fanning, Ph.D.
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- > Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

David,

I inserted a call to XMANAGER immediately after realizing the base widget, but encounter the same fatal error.

The XMANAGER call was:

```
XMANAGER,'edit_lighting', lightingBase, GROUP_LEADER =(*info).tlb, /  
NO_BLOCK
```

Is this call correct?

Thanks,
Bill

Subject: Re: Compound Widgets

Posted by [David Fanning](#) on Mon, 31 Aug 2009 14:08:22 GMT

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Bill writes:

- > I've been creating my own widgets sucessfully for a while but want
- > to leverage existing compound widgets for common tasks (duh). My
- > problem is I do not understand how to incorporate them into my
- > applications -- for example, I would like to use the cw_light_editor.
- >
- > I add it to a base widget (triggered by a menu event):
- >
- > Pro edit_lighting, event
- >
- > ;Retreive pointer to structure of parameters to be passed between
- > events
- > Widget_Control, event.top, GET_UVALUE=info
- >
- > ;Create base widget for light editor
- > lightingBase=Widget_Base(COLUMN=1, TITLE='Lighting', GROUP_LEADER=
- > (*info).tlb, UNAME='lightingBase')
- >
- > ;Create compound widget, add my light object
- > lightEditor = cw_light_editor(lightingBase, light=(*info).oLight0)
- >
- > ;Realize the base/compound widget
- > Widget_Control, lightingBase, /REALIZE

```

>
> End
>
> My light object is simply:
>
> ;Create light object (oLight0 is added to the parameter structure)
> oLight0 = Obj_New('IDLgrLight')
>
> ;Set some properties
> oLight0->SetProperty, $
>   INTENSITY= 0.500000, $
>   LOCATION= [10.0000000, 10.0000000, 20.0000000], $
>   TYPE= 2 ;Directional
>
> ;Add the light to my model object
> oModel->Add, oLight0
>
> When I run this, my application freezes and IDL throws a fatal error.
>
> What am I doing wrong? I've looked at the xdice.pro example and David
> Fanning's book, but still can't figure out what is going on.

```

I don't know. I had to add an XMANAGER to your code to get the Light Editor to work on my Windows machine. It doesn't freeze or throw a fatal error. Of course, it doesn't update the display as I finagle the lights, but I pretty much expected that. I have to cause an event in my main application to make the change "take". But it does seem to do that.

One alternative, I guess, would be to use the CW_Light_Control compound widget you can find embedded into FSC_Surface:

http://www.dfanning.com/programs/fsc_surface.pro

It is not as sophisticated as the ITTVIS one, but it does give you the ability to turn lights on/off, set the intensity, and change their color. And the events can propagate to the "parent" so that updates are instantaneous.

Cheers,

David

--

David Fanning, Ph.D.

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