Subject: Compound widgets
Posted by Paul Crossley on Wed, 14 Oct 1998 07:00:00 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

## 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 foster@bial1.ucsd.edu Department of Psychiatry (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
View Forum Message <> Reply to Message

## Bill writes:

- > I've been creating my own widgets successfully 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
View Forum Message <> Reply to Message

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

- > Bill writes:
- >> I've been creating my own widgets successfully 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.")

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
View Forum Message <> Reply to Message

## 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. Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.dfanning.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Page 5 of 5 ---- Generated from comp.lang.idl-pvwave archive