
Subject: IDL compound widgets

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

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Hi all:

I'm trying to build a compound widget for image display. I want the user to be

able to call it as:

`cw_image(dataset)`

where dataset is a two or three dimensional array, something like

`intarr(256,256,30)`.

I also want to be able to have multiple `cw_image` widgets active at the same time.

The `cw_image` widget needs access to the values in the dataset, to display values

as the cursor moves across the image. The compound widget info in the manuals

suggest stuffing a state variable in the user value of the next-to-the-top widget in

the tree, but I sure don't want to stuff the dataset in there. I can't use a COMMON

because I want multiple `cw_image` widgets.

So, the event handler in my `cw_image` widget really needs a pointer to dataset, right?

I can put the pointer in the state variable and get to the image data that way. But, I

don't want the user to have to mess with pointers; I want the data to come in as

an array.

IDL doesn't seem to let me use the address of the array as a pointer, right?

That is

one difference between C pointers and IDL pointers.

I hope this isn't too confusing, but the bottom line question is: How can a compound

widget receive a huge dataset and be able to read values from the dataset in its event callback? [And be able to have multiple realizations of the

widget active

at the same time with different size data sets]

Any tips most appreciated.

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