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Subject: cw\_fslider

Posted by [lbryanNOSPAM](#) on Mon, 21 Dec 1998 08:00:00 GMT

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Hello all,

I am having problem with the DRAG keyword to the CW\_FSLIDER function. When using this slider I want to see the values change as I slide the slider button. This feature is described in the help section under the keyword DRAG. According to the help section by setting /DRAG, I should be able to see events as I drag the slider button. And, in fact, this works as described in the WIDGET\_SLIDER function using the same keyword. Unfortunately, I need to use the floating version of this function. BTW, I'm using this to build a tool for interactively changing the greylevels of a displayed image. Anyone out there already done this? Thanks for your help.

P.S. I'm still looking for the double slider if anyone has it.

Lisa Bryan  
Arete Associates  
Tucson, Arizona  
[lbryan@arete-az.com](mailto:lbryan@arete-az.com)

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Subject: Re: cw\_fslider

Posted by [davidf](#) on Thu, 15 Mar 2001 15:03:36 GMT

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David Fanning ([davidf@dfanning.com](mailto:davidf@dfanning.com)) writes:

```
> Then, find these two lines at the bottom of the event handler:
>
> WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
> RETURN, { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
>
> Modify these two line to these:
>
> thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
> IF state.event_pro NE "" THEN BEGIN
>   Call_Procedure, state.event_pro, thisEvent
>   thisEvent = 0
> ENDIF
> RETURN, thisEvent
```

Whoops! Of course, you have to put the state structure back. The code should really look like this:

```
thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
IF state.event_pro NE "" THEN BEGIN
  Call_Procedure, state.event_pro, thisEvent
  thisEvent = 0
ENDIF
WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
RETURN, thisEvent
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: cw\_fslider

Posted by [Stein Vidar Hagfors H\[1\]](#) on Thu, 15 Mar 2001 18:24:30 GMT

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davidf@dfanning.com (David Fanning) writes:

> David Fanning (davidf@dfanning.com) writes:

>

[.....]

> Whoops! Of course, you have to put the state structure back. The code

> should really look like this:

>

> thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }

> IF state.event\_pro NE "" THEN BEGIN

> Call\_Procedure, state.event\_pro, thisEvent

> thisEvent = 0

> ENDIF

> WIDGET\_CONTROL, stash, SET\_UVALUE=state, /NO\_COPY

> RETURN, thisEvent

And what if the event\_pro tries to communicate with you in the mean time?

Probably safer with

```
thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
```

```
event_pro=state.event_pro
```

```
WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
```

```
IF event_pro NE "" THEN BEGIN
```

```
  Call_Procedure, event_pro, thisEvent
```

```
thisEvent = 0
END
RETURN, thisEvent
```

--

-----  
Stein Vidar Hagfors Haugan  
ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

NASA Goddard Space Flight Center, Email: shaugan@esa.nascom.nasa.gov  
Mail Code 682.3, Bld. 26, Room G-1, Tel.: 1-301-286-9028/240-354-6066  
Greenbelt, Maryland 20771, USA. Fax: 1-301-286-0264  
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Subject: Re: cw\_fslider  
Posted by [davidf](#) on Thu, 15 Mar 2001 18:56:58 GMT  
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Stein Vidar Hagfors Haugan (shaugan@esa.nascom.nasa.gov) writes:

```
> And what if the event_pro tries to communicate with you in the mean time?
> Probably safer with
>
> thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
>
> event_pro=state.event_pro
> WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
> IF event_pro NE "" THEN BEGIN
>   Call_Procedure, event_pro, thisEvent
>   thisEvent = 0
> END
> RETURN, thisEvent
```

Oh, well, something like this... :-)

Cheers,

David

P.S. Let's just say it's going too far to correct  
a correction of your own incorrect post. :-)

--

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

Subject: Re: cw\_slider

Posted by [Glenn Newnham](#) on Fri, 16 Mar 2001 07:57:36 GMT

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David and Stein

I went down your modification of the cw\_slider route. That works great, thanks very much.

Regards,  
Glenn Newnham

David Fanning wrote:

```
>
> Stein Vidar Hagfors Haugan (shaugan@esa.nascom.nasa.gov) writes:
>
>> And what if the event_pro tries to communicate with you in the mean time?
>> Probably safer with
>>
>> thisEvent = { ID:parent, TOP:ev.top, HANDLER:0L, VALUE:value, DRAG:drag }
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>> event_pro=state.event_pro
>> WIDGET_CONTROL, stash, SET_UVALUE=state, /NO_COPY
>> IF event_pro NE "" THEN BEGIN
>>   Call_Procedure, event_pro, thisEvent
>>   thisEvent = 0
>> END
>> RETURN, thisEvent
>
> Oh, well, something like this... :-)
```

>  
> Cheers,  
>  
> David  
>  
> P.S. Let's just say it's going too far to correct  
> a correction of your own incorrect post. :-(  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting  
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