
Subject: Re: Widget Event Handling Problem
Posted by [davidf](#) on Mon, 12 Apr 1999 07:00:00 GMT
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Jason Brookes <jason.brookes@rmsb.u-bordeaux2.fr> writes:

> I have been experiencing an annoying widget-event handling problem. I
> create a widget "sub-panel" on which the user is allowed to set
> (exclusively) one of four possible buttons, each button corresponding to
> a different image. I have included the relevant code from the widget
> creation and event handling functions below. The problem is that
> whenever one of the four buttons is selected, the event handling routine
> is entered twice, AS IF responding to both the previous mouse button
> release, and the current mouse button press (this may or may not be what
> is actually happening). For example, if button_3 is currently set, and
> the user sets button 1, the event handling routine will first execute
> the code corresponding to 'stim_3' in the CASE statement followed by the
> code corresponding to 'stim_1'. I would much rather it executed only the
> code corresponding to 'stim_1'.
> Hope my explanation is clear(ish). Can anybody enlighten me ?

Exclusive buttons do indeed generate both an unselect and select event. That is, unless, you set the /No_Release keyword on the buttons, in which case they only generate select events.

> While I'm at it, is there an elegant way of updating the maximum value
> for a floating-point slider ?

No, no elegant way without hacking the code.

Cheers,

David

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Subject: Re: Widget Event Handling Problem
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I wrote earlier today in response to this question from Jason Brookes:

>> While I'm at it, is there an elegant way of updating the maximum value
>> for a floating-point slider ?
>
> No, no elegant way without hacking the code.

I was thinking about using this as a good example for why you might want to write compound widgets as objects and I was thinking about coding it up as an example for the newsgroup. But in examining the code, I realized that the author of CW_FSLIDER had already anticipated someone wanting to change the MIN and MAX values. Unfortunately, his method has never made it into the documentation. (Oh, don't even start!)

But as it happens, if you want to change the MIN or MAX values you can do it like this:

```
Widget_Control, floatingSlider, Set_Value=[newValue, newMin, newMax]
```

You can also get the current MIN and MAX of the floating slider by calling the FSLIDER_GET_VALUE function directly (i.e., don't use the normal WIDGET_CONTROL, floatingSlider, GET_VALUE=thisVal syntax), like this:

```
min_max = FSLIDER_GET_VALUE(floatingSlider, /MinMax)
```

This is VERY non-standard compound widget coding, but typical of many RSI-supplied routines. Of course, you can get away with it if you understand what you are doing and I have to admit that as hard as it is to understand their code most of the time, the RSI programmers DO know what they are doing. :-)

Anyway, all of this information is in the header of the CW_FSLIDER program and you can read it for yourself. Perhaps it will make it into the IDL documentation in IDL 5.3.

Cheers,

David

P.S. I also got a nice "hack" from my friend Andrew Cool in Australia. His "Discrete_Slider" code is a floating slider that can change its value in discrete units. I have his permission to put it on my web page if anyone is interested.

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