

---

Subject: Re: Wrapper for WIDGET\_DRAW

Posted by [Pavel Romashkin](#) on Tue, 29 Jun 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Phil,

I see what you are saying. Maybe the following will work:

- a) Make the DERA\_Draw return the ID of the draw widget, so that no error occurs if the user calls "Widget\_Control, drawID, /MOTION\_EVENTS" - this will then work fine.
- b) Create compound widget, but place some other widget (a table) hiding under the DRAW widget.
- c) Use that other widget's VALUE and/or UVALUE through PRO\_SET\_VALUE and FUNC\_GET\_VALUE to store and retrieve the DRAW widget type. This way, a structure may be placed into VALUE and anything - into UVALUE.

Another way - use the UVALUE of the top base of compound widget (the true parent of the drawID) to store DRAW type, again using PRO\_SET\_VALUE and FUNC\_GET\_VALUE. This UVALUE is not going to be accessible otherwise because the ID of the base is not known to the user: DERA\_Draw returns the ID of the draw widget. Compared to the first way, you lose one location for storing information (VALUE), but you still have UVALUE which is sufficient. Don't let PRO\_SET\_VALUE modify the stored information; let DERA\_Draw do it.

Either way, "widget\_control, drawID, set\_uvalue='arbitrary' " will not cause loss of DRAW type information, and all keywords to that drawID that are valid for the draw widget will work ok. The flaw I see is that cleanup must be well designed, should a pointer be placed into UVALUES of the base or table, because these widgets' IDs and even their existence are not obvious.

Good luck,

Pavel

```
> ;Create a draw widget
> drawID = DERA_Draw(parent, XSIZE=400, YSIZE=400, GRAPHICS_LEVEL = 2)
> ;Get its value which will be a window object of class
> ;DERAgrWindow
> Widget_Control, drawID, GET_VALUE=thingyWindow
> ;Now draw a view into it
> thingyWindow->draw, thisView
>
> That's what I would like, so obviously you could have a compound
> widget, with a FUNC_GET_VALUE, which returned either the window
> number, the IDLgrWindow class or the DERAgrWindow class.
>
> However if its a compound widget and the top of the compund widget is
> a base, then when the user does
>
> Widget_Control, drawID, /MOTION_EVENTS
```

>  
> .....they will be a little surprised to get an error message along the  
> lines of  
>  
> Keyword MOTION\_EVENTS not allowed in call to Widget\_Control for a base  
> widget  
>  
> However if I have just a draw widget then I have no way to store what  
> type it is, except by using the UVALUE. However, if the UVALUE was set  
> to something different by the user using Widget\_Control, then that  
> would be game over for my widget.

---

---

Subject: Re: Wrapper for WIDGET\_DRAW  
Posted by [philaldis](#) on Tue, 29 Jun 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Tue, 29 Jun 1999 02:16:39 GMT, davidf7203@my-deja.com wrote:

> Phil Aldis writes:  
>  
>> In this object/direct graphics thing that I'm doing, I've created all  
>> my own direct graphics destination objects. The window object takes a  
>> draw widget ID and is then bound to that. I would really like it  
>> though if I could have a wrapper for WIDGET\_DRAW, whereby if  
>> GRAPHICS\_LEVEL is set to 0, then direct graphics and GET\_VALUE returns  
>> a window number, 1, object graphics and GET\_VALUE returns an  
>> IDLgrWindow object and 2, obj/direct graphics and GET\_VALUE returns an  
>> DERAgrWindow object.  
>>  
>> The problems I am having is that the user still wants to be able to  
>> use Widget\_Control to what they think is a draw widget. They don't  
>> want what they think is a draw widget to be in fact a base. I can't  
>> think of any way to store the object I create and the information  
>> about it.  
>>  
>> Can anyone think of a way to do this?  
>  
> I don't see the problem here. A draw widget is a draw widget whether  
> is in direct graphics or object graphics. The same keywords still  
> apply and you still interact with it in the same way. The "thingy"  
> (my own object-oriented terminology, what do you think?) that you  
> draw into is the only thing that is different and is set by the  
> GRAPHICS\_LEVEL keyword.  
>  
> Cheers,  
>  
> David

>  
>  
> Sent via Deja.com <http://www.deja.com/>  
> Share what you know. Learn what you don't.

I didn't make myself clear. Here's an example of how I would like it to work:

```
;Create a draw widget  
drawID = DERA_Draw(parent, XSIZE=400, YSIZE=400, GRAPHICS_LEVEL = 2)  
;Get its value which will be a window object of class  
;DERAgrWindow  
Widget_Control, drawID, GET_VALUE=thingyWindow  
;Now draw a view into it  
thingyWindow->draw, thisView
```

That's what I would like, so obviously you could have a compound widget, with a FUNC\_GET\_VALUE, which returned either the window number, the IDLgrWindow class or the DERAgrWindow class.

However if its a compound widget and the top of the compund widget is a base, then when the user does

```
Widget_Control, drawID, /MOTION_EVENTS
```

.....they will be a little surprised to get an error mesage along the lines of

Keyword MOTION\_EVENTS not allowed in call to Widget\_Control for a base widget

However if I have just a draw widget then I have no way to store what type it is, except by using the UVALUE. However, if the UVALUE was set to something different by the user using Widget\_Control, then that would be game over for my widget.

I hope that that explains it better.

Cheers,  
Phil

---

Subject: Re: Wrapper for WIDGET\_DRAW  
Posted by [davidf7203](#) on Tue, 29 Jun 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Phil Aldis writes:

- > In this object/direct graphics thing that I'm doing, I've created all
- > my own direct graphics destination objects. The window object takes a
- > draw widget ID and is then bound to that. I would really like it
- > though if I could have a wrapper for WIDGET\_DRAW, whereby if
- > GRAPHICS\_LEVEL is set to 0, then direct graphics and GET\_VALUE returns
- > a window number, 1, object graphics and GET\_VALUE returns an
- > IDLgrWindow object and 2, obj/direct graphics and GET\_VALUE returns an
- > DERAgrWindow object.
- >
- > The problems I am having is that the user still wants to be able to
- > use Widget\_Control to what they think is a draw widget. They don't
- > want what they think is a draw widget to be in fact a base. I can't
- > think of any way to store the object I create and the information
- > about it.
- >
- > Can anyone think of a way to do this?

I don't see the problem here. A draw widget is a draw widget whether is in direct graphics or object graphics. The same keywords still apply and you still interact with it in the same way. The "thingy" (my own object-oriented terminology, what do you think?) that you draw into is the only thing that is different and is set by the GRAPHICS\_LEVEL keyword.

Cheers,

David

Sent via Deja.com <http://www.deja.com/>  
Share what you know. Learn what you don't.

---