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Subject: Re: state = WIDGET\_INFO( button, /BUTTON\_SELECT )  
Posted by [Alex Schuster](#) on Thu, 11 Dec 1997 08:00:00 GMT  
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David Fanning wrote:

```
>> WIDGET_INFO does not know this keyword. I think it should,  
>> what about you?  
>  
> I agree. Have you asked the nice folks at RSI to add it?  
> They usually follow through on reasonable requests like this.
```

They'll get a copy of the posting.

```
>> And did anyone yet need WIDGET_CONTROL, GET_VALUE to  
>> get the _text_ of a button? Or am I, as so often,  
>> just missing something?  
>  
> Hum, that is how I almost *always* find out which button  
> caused the event. I like to branch in my case statement  
> on something I can read that makes sense to me. But then,  
> I'm usually missing something too. :-)
```

Yikes! I change the texts on my buttons way too often for that...  
In my programs, every button gets assigned its own event handling routine.

While I was at it, I wrote a small procedure:

```
pro button_state_event, event  
    widget_control, event.id, get_uvalue=uvalue, /no_copy  
    uvalue.state = event.select  
    widget_control, event.id, set_uvalue=uvalue, /no_copy  
end
```

I create my buttons like this:

```
state = 1  
button = widget_button( base, event_pro='button_state_event', $  
    uvalue={ state:state }, value='A Button' )  
widget_control, button, set_button=state
```

When I need the value later, I just look at the uvalue.

Alex

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