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Subject: widget\_text

Posted by [lbryan](#) on Wed, 10 Jun 1998 07:00:00 GMT

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Hello all,

I've been experimenting with WIDGET\_TEXT hoping to make a text box which will show the user messages from anywhere in my application. The goal is to have the messages appended to the text box on a new line. Then when there are more messages than lines, the new message will be placed on the bottom line and the oldest message will be knocked off the top. As it stands,

```
widget_control, (*state_ptr).text_box, set_value = 'my text', /append
```

seems to add the new text message to the list, but I need to scroll down (if /scroll is set), or down arrow to see the added text. Adding the lines

```
(*state_ptr).top_line = (*state_ptr).top_line +1  
widget_control, (*state_ptr).text_box, set_text_top_line = $  
(*state_ptr).top_line
```

seems to work ((\*state\_ptr) is the uvalue of my top level base), but adding these lines of codes at every message and adding a new variable to my state\_ptr seems a very inelegant solution. Is there a better way to avoid this work around?

I'm running 5.1 beta3 on Win NT.

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P.S. Is there really no way I can get rid of the frame around a text box under Windows!?!  

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