
Subject: Re: widget with check table ??

Posted by [davidf](#) on Tue, 25 Aug 1998 07:00:00 GMT

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Martin Vissers (martin.vissers@users.whh.wau.nl) writes:

> I'm trying to create a dialog in which you can select
> several options within a table.

>

> Can this be done with widget programming ???

> an example:

>

> | AA | BB | CC |

> -----|

> 1 | x | | |

> -----|

> 2 | | | x |

> -----|

> 3 | x | x | x |

> -----|

> 4 | | | |

> -----|

> 5 | | | x |

> -----|

>

> so the user can select (with an x or a radio button) which

> options will be processed.

Oh, of course this can be done with widget programming. What can't? :-)

I would set the ALL_EVENTS keyword to 1 and turn off the EDITABLE keyword. Then, when the user tries to type something in the field I would know about it and write an X into the field (no matter what they are trying to actually type).

The documentation says that the EDITABLE keyword suppresses all events, but I am certain this is not true, and in any case is belied by the little chart further in the documentation that shows you how the two keywords interact.

If you would like to see an example of how to write an event handler that works with ALL_EVENTS on and EDITABLE off, download the program GETIMAGE from my web page and look at the module GETIMAGE_INTEGER_ONLY. This event handler only allows the user to type integer values into a text widget. The principle here is exactly the same.

Cheers,

David

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