
Subject: Clearing WIDGET_TEXT fields with LOOP

Posted by [Sean Heukels](#) on Mon, 15 Nov 1999 08:00:00 GMT

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I created a widget where you can load multiple functions with different numbers of variables to use as input. This widget can be changed if the user changes the structure of the output, i.e. the user wants another outlay. What happens is that the whole widget is destroyed and created immediately after. (With different outlay and more / less WIDGET_TEXT fields)
Now, I created a button to clear these fields in a separate PRO called clearval and here I open the structure, named info defined as the U_VALUE of the top.widget.

All the value's you use as input are called info.var1, info.var2 etc etc.

all the way to info.var18. ONLY, I don't use each of them all the time.

Sometimes from var1 - var8 and sometimes from var 1 - var10.

To stop me from writing about 10 (or maybe in the future more) functions that exist of :

```
WIDGET_CONTROL, info.var1, SET_VALUE=""
```

```
WIDGET_CONTROL, info.var2, SET_VALUE=""
```

etc etc

I want to create a loop that checks if the info.var exists and then checks if it's a WIDGET_TEXT field (because other sort of values are also defined in the structure named info)

I've tried a lot but can't seem to get it working.

```
for I=0L,N_Tags(info)-1 do $  
    WIDGET_CONTROL, info.(I), SET_VALUE=""
```

* Tried this one, but this one lacks the WIDGET_TEXT check and a check for empty strings

```
for I=0L,N_Tags(info)-1 do $  
    if (Size(info.(I),/TNAME) eq 'STRING') then $  
        WIDGET_CONTROL, info.(I), SET_VALUE=""
```

* Tried this one, but this one lacks the WIDGET_TEXT check

For me this problem is beginning to become a teaser and I've stated this question before, but now it's as elaborate as I could make it, without sending in the whole program

Help would be appreciated,

Sean Heukels
