
Subject: Cleaning up a TEXT WIDGET

Posted by [zawodny](#) on Tue, 22 Mar 1994 21:19:31 GMT

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Hi,

I'm running the latest version of IDL on a DECStation 3000/400AXP under OSF/1 and the window manager is Motif based.

I have an editable text widget created with the `WIDGET_TEXT(...,/edit)` function. After the user edits the contents of the text field, I reformat the entry and write it back out via the `WIDGET_CONTROL,value=...` procedure. Afterward I assign the input focus to another widget. These are my questions: How do I get rid of the I-beam and carrot ^ that get left in the text field of widget the user just edited? How do I get the highlighted (colored in my case with a bright yellow) border of the text field to return to "normal"? Naively, I would have expected `widget_control,/input_focus,some_other_widget_ID` to have done a bit more than just move the mouse cursor. The way it is now, the display looks trashy and aside from reformatting the text field, there is no way to visually inform the user that their changes to the text field have been accepted.

In my opinion, the widget should become highlighted and the I-beam text cursors should appear when the widget is first clicked on. Everything should return to "normal" after the carriage return (or whatever else your keying on) is pressed. Furthermore, it would be nice if reassigning input focus to another widget, say a button, would cause that widget to become highlighted.

Is this within the control of IDL or is this a "problem" or limitation of the windowing system?

Enlighten me, Please.

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