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Subject: Re: CW\_FORM

Posted by [promashkin](#) on Tue, 22 Aug 2000 07:00:00 GMT

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Aimy wrote:

>  
> I want to create a widget that will allow the user to input several  
> strings into various fields, and then have a 'Quit' button that when  
> pressed will destroy the widget and retain the inputed values.  
>  
> Below is my code. So far I am unsuccessful at getting CW\_FORM to work. Is  
> CW\_FORM what I should be using? If so, could anyone tell me what I am  
> missing in my code?  
>  
> I would appreciate any help!!  
>  
> Thanks,  
> Aimy

Aimy,

I am not so sure that you need to be using CW\_FORM. It is the most convoluted program in my opinion that comes with IDL. I would much rather write what you need in plain widget language.

However, I think the only thing that is wrong in your code is the first "1". Try the following:

```
=====
pro CmpndWidget

BaseWidget=WIDGET_BASE(Title='Base')

desc = ['0, TEXT, , LABEL_LEFT=File name:, WIDTH=12, TAG=Name', $
'0, BUTTON, OK, QUIT, TAG=OK', $
'2, BUTTON, Cancel, QUIT']

FormWidget=CW_FORM(BaseWidget, desc, /COLUMN)

; Making the widget visible on the screen
WIDGET_CONTROL, /REALIZE, BaseWidget

REPEAT BEGIN
  event=widget_event(BaseWidget)
ENDREP UNTIL (event.quit EQ 1)

print, event.VALUE
end
=====
```

I am not exactly sure what are you accomplishing with the event handling

that you provided, but the above code works. I guess you could use event structures from other widgets inside that repeat loop.

If I needed what you need, I'd put together something like:

```
=====
```

```
pro test
base = widget_base(title='Base', /column)
filename = cw_field(base, title='File name:')
ok = widget_button(base, value='OK', uvalue='void')
cancel = widget_button(base, value='Cancel', uvalue='void')
widget_control, base, /realize
end
```

```
=====
```

and provided a conventional event handling procedure managed by Xmanager for it. Takes about 10 lines of code.

Cheers,  
Pavel