
Subject: CW_Field Observation

Posted by [davidf](#) on Sat, 13 Jan 2001 02:21:11 GMT

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Folks,

One of the things I don't like about CW_FIELD is that if you want, say, a floating point value in the field, the text widget looks like it can't be changed by the user. (Windows machines only, of course.) The reason for this is that, in fact, the widget *is* set to a non-editable state, even though all_events are turned on. This allows the code to secretly examine what you think you are typing and only allow it if it conforms to what it means to be a floating value.

Nice trick, with an unfortunate side-effect, has always been my view. And it is the reason I've taken great pains to write several alternatives (of which FSC_FIELD, on my web page, is the latest).

But this evening I wanted to take advantage of this unfortunate side effect. I want to turn user input off and have the appearance of the text widget reflect this fact. Neat! Except, oops, once the field has been made editable, it *never* looks uneditable again. :-(

Bummer for me. But it immediately suggests a very simple fix for CW_FIELD. (I mean, if you don't need or want all the other nice features I've added to FSC_FIELD while I was in the process of figuring all this out.) All you have to do is set the EDITABLE keyword on the text widget from the get-go. Then set up a NOTIFY_REALIZE on the text widget. When it is realized (remember it is a compound widget, so it doesn't know when it is going to be realized), all you have to do is turn the EDITABLE keyword off.

Now the widget *always* looks editable, like it does in UNIX. :-)

Cheers,

David

P.S. Let's just say I would have saved myself a lot of time had I realized this earlier, but I wouldn't have learned nearly as much.

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