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Subject: Re: Re: read input from a widget  
Posted by [m.hadfield](#) on Sun, 15 Jul 2001 23:12:51 GMT  
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From: "Dominik Paul" <dpaul@ukl.uni-freiburg.de>  
> we would like read a string from the user. But this is not possible in the  
> runtime version (its possible under unix, ok, but unfortunately not under  
> windows.  
>  
> So we are searching for a widget component to enter some text.

I have written a simple text-entry widget application based on my  
MGH\_GUI\_Base class. You can get it, along with the rest of my public IDL  
library at

<http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/>

The text-entry class itself is called MGH\_GUI\_SetText. Here is code that you  
would use to create an MGH\_GUI\_SetText object in blocking mode and get data  
from it when it exits:

```
odlg = obj_new('MGH_GUI_SetText', /BLOCK)

odlg->Manage

odlg->GetProperty, STATUS=status, VALUE=value

case status of
  0: print, 'Cancelled'
  1: begin
      print, 'Widget returned', value
    end
endcase
```

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