
Subject: Re: State of non-exclusive button

Posted by [David Fanning](#) on Fri, 31 Aug 2001 16:56:38 GMT

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Ken Bowman (k-bowman@null.tamu.edu) writes:

> How do you get the state (checked or unchecked) of a non-exclusive
> (toggle) button?

This is simple. Wrap the non-exclusive base up
in an object widget and call the IS_CHECKED method. :-)

> According to the Reference Guide there is a SET_BUTTON keyword to
> WIDGET_CONTROL, but no GET_BUTTON keyword. The GET_VALUE keyword
> returns the value of the button *label*. I guess that is consistent
> with using WIDGET_BUTTON(id, VALUE = 'Button Label') to create the
> button, but it seems to me to confuse the notions of 'value' and
> 'label'.

I'm telling you. First it's spelling, and now it's
consistency. What do you guys want anyway!? Those of
us who bill by the hour know the value of "confusing
notions", I can tell you. :-)

I think you have to keep track of non-exclusive
buttons the same way you keep track of droplist
values: you have to have some kind of buttonState
variable that you store in some user value that is
easy to get to. Personally, I'd store it in the user
value of the non-exclusive base widget. Then every
button could access it (to change its state) by looking
for it in its parent widget. Or, you could just put
it in the info structure along with everything else
you need to run your program.

Cheers,

David

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