
Subject: Text Widget Confession

Posted by [David Fanning](#) on Fri, 21 Sep 2001 16:08:12 GMT

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Folks,

Alright, I confess. Text widgets have always confused the hell out of me. And for years I have avoided using them, except in the very simplest way, and then only when I could find no alternative. (I've found mind-reading only partially successful.)

Here is the deal. I have a text widget with a three-element string array in it:

```
theText = ['Dog', 'Cow', 'Coyote']
```

When displayed in the text widget it looks like this:

```
Dog
Cow
Coyote
```

I want to make a selection in the text widget. Then, when the user says "Do It", I want to delete any lines that are in the selection.

For example, if the user selects the word "Cow" and clicks "Do It", I want to delete the second line in the text widget. If the user selects "g Cow", I want to delete the first two lines, etc.

Pretty straightforward, don't you think?

But I've been fooling around with this for two hours now and haven't come up with anything remotely useful.

I can get the selection offset and length:

```
selection = Widget_Info(textID, /Text_Select)
```

In the case in which the word "Cow" is selected, the offset is 5 and the length of the selection is 3. An offset of 5!? Into what array?

Check the number of characters in the text widget:

```
numchar = Widget_Info(textID, /Text_Number)
```

I get 18. Wait a minute. d-o-g-... I have 12 characters. But I have three elements in my string array, and the longest of these elements is 6 characters. 3 times 6 = 18. Can it be!?

No, I convert the text to a byte array and use the selection offsets and length to try to fish the selection out. No luck. An offset of 5 still doesn't compute.

OK, let's convert the offset to "column and line" values. That "line" business sounds promising.

```
cl = Widget_Info(textID, Text_Offset_To_XY=selection[0])
Print, cl
2 1
```

Well, column equals 2 is confusing. But line 1 looks promising. I'm definitely in line 1!!! But, if I select "ow" instead of "Cow" I now get the values 0 and 2 for column and line. Sigh...

Here is some example code I'm using to explore the possibilities. Does anyone have any ideas?

Cheers,

David

```
PRO Example_Event, event
Widget_Control, event.top, Get_UValue=textID
```

```
; Get the current text selection.
```

```
selection = Widget_Info(textID, /Text_Select)
Print, ""
Print, 'Selection Offset: ', selection[0]
Print, 'Selection Length: ', selection[1]
```

```
; Print the number of characters in the text value.
```

```
numchar = Widget_Info(textID, /Text_Number)
Print, 'Number of Characters in Text Widget: ', numchar
```

```
; Try to find the word using the offsets and lengths.
; No luck
```

```

Widget_Control, textID, Get_Value=theText
array = Byte(theText)
IF selection[1] NE 0 THEN BEGIN
    word = array[selection[0]:selection[0]+selection[1]-1]
    Print, 'Bytes Selected: ', word
    Print, 'Selected Word: ', String(word)
ENDIF ELSE Print, 'No Selection'

; Get the selected text. OK, I can find the selected
; text, but what lines do I have?

Widget_Control, textID, Get_Value=selectText, /Use_Text_Select
Print, 'Selected Text: ', selectText

; Try to convert text offset to columns and lines (?).

cl = Widget_Info(textID, Text_Offset_To_XY=selection[0])
Print, 'Offset starts in this column: ', cl[0]
Print, 'Offset starts in this line: ', cl[1]

END; -----

PRO Example
tlb = Widget_Base(Column=1)
button = Widget_Button(tlb, Value='Do It')
textID = Widget_Text(tlb, Scr_XSize=100, $
    YSize=20, Value=['Dog', 'Cow', 'Coyote'])
Widget_Control, tlb, /Realize, Set_UValue=textID
XManager, 'example', tlb, /No_Block
END; -----

```

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