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Subject: Re: Text Widget Confession

Posted by [David Fanning](#) on Mon, 24 Sep 2001 19:46:22 GMT

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Don J Lindler (lindler@rockit.gsfc.nasa.gov) writes:

> I have not run the code, but it looks to me that if your text widget had  
> something like:  
>  
> hog  
> dog  
> dig  
>  
> and you selected the og from dog and the d from dig. The code would select  
> the og from hog and the d from dog. The strpos would find the first  
> occurrence of the string.

W-A-A-I-I-T, don't cash that check!!!

Humm. Alright. In the actual application there is probably a very small chance something like this could happen, but it is not impossible.

The code is simple enough, I'll make it available for anyone who wants to have a go at solving this problem. You can find it here:

`ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/recorder__define.pro`

You will get it running like this:

```
IDL> o = obj_new('recorder', text=['pig','dog','cow','pig','coyote'])  
IDL> o->gui
```

You can add text to it like this:

```
IDL> o->AddText, 'rooster'
```

The code you want to fool around with is in the object method named Recorder::Deletelt.

So many people are involved now I should offer a prize. OK, First Prize is Liam's book, Last Prize is my book. :-)

Cheers,

David

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David W. Fanning, Ph.D.  
Fanning Software Consulting  
Phone: 970-221-0438, E-mail: david@dfanning.com  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

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