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Subject: Re: Text Widget Confession  
Posted by [David Fanning](#) on Mon, 24 Sep 2001 16:46:05 GMT  
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Pavel A. Romashkin ([pavel.romashkin@noaa.gov](mailto:pavel.romashkin@noaa.gov)) writes:

> David Fanning wrote:  
>>  
>> It turns out a list widget, although simplifying my  
>> life, made other things more complicated.  
>  
> You could use widget\_text, then, by modifying the code above to include  
> the following (sorry for not providing this to start with :-):  
>  
> junk = where(strsplit(rs, string(1b), /extract) \$  
> ne theText, comp=good\_rows, ncomp=count)  
> if count ne 0 then theText = theText[good\_rows]  
> Widget\_Control, textID, Set\_Value=theText  
>  
> Its not copyrighted, you know :-)

No, I realize it's not copyrighted. But I feel  
obligated to send you a check for \$100 anyway  
to compensate you for your time and effort. :-)

Cheers,

David

P.S. In case you are interested, here is the final  
code responding to the Delete button:

\*\*\*\*\*  
\*\*\*\*\*

PRO Recorder::DeleteIt, event

; The method event handler deletes text lines in the current selection.

; Get the current text selection.

Widget\_Control, self.textID, Get\_Value=selectText, /Use\_Text\_Select

; Get the text itself.

theText = \*self.text

; Hocus-pocus provided by Pavel Romashkin to circumvent  
; RSI-supplied nonsense. V-E\_R-Y clever! :-)

```

jt = StrJoin(theText, String(1b))
js = StrJoin(selectText, String(1b))
rs = jt
StrPut, rs, String( Byte(js) < 2b), StrPos(jt, js)
selection = Where(StrSplit(rs, String(1b), /Extract) NE thetext)

; Error checking. Look for no selection values.

IF N_Elements(selection) EQ 1 THEN BEGIN
  IF selection[0] EQ -1 THEN RETURN
ENDIF

; Error checking. Look for no overlap between the two vectors.

overlap = self->SetDifference(Indgen(N_Elements(*self.text)), selection)
IF N_Elements(overlap) EQ 1 THEN BEGIN
  IF overlap[0] EQ -1 THEN BEGIN
    *self.text = ""
  ENDIF ELSE BEGIN
    *self.text = (*self.text)[overlap]
  ENDELSE
ENDIF ELSE *self.text = (*self.text)[overlap]

```

Widget\_Control, self.textID, Set\_Value=\*self.text

END

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 David W. Fanning, Ph.D.  
 Fanning Software Consulting  
 Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto: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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