
Subject: Re: Getting uname

Posted by [David Fanning](#) on Thu, 27 Dec 2001 19:18:09 GMT

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Lisa Gandy (redimg98@hotmail.com) writes:

>
> I have a gui in IDL and I understand how to set uvalues of widgets and
> then get the uvalue when an event is triggered. However I am not
> familiar with how to get the uname when an event is triggered. For
> example usually i would use this command to get the uvalue....
>
> widget_control,event.id,get_uvalue = uval
>
> What is the command to get a uname?

If you are using UNAMES, you have to know what name
you are looking for. For example, suppose you had
assigned a slider the uname "RED_SLIDER". Then you would
find the ID of the slider in an event handler like this:

```
sliderID = Widget_Info(event.top, Find_By_UName='RED_SLIDER')
```

Cheers,

David

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