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Subject: Re: textbox value on destroy?  
Posted by [btt](#) on Fri, 04 Jan 2002 16:32:44 GMT  
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Gert Van de Wouwer wrote:

>  
> yep, thats the obvious thing. Unfortunately, I cannot figure out WHEN to do  
> this in the case that the user closes the application.

You can always make the value of the text box a returned keyword value. You will need to set up an event handler that will store the value of the text field somewhere in the top level base's uValue as a pointer. Anytime the user modifies the text object, the event handler will store its value in the TLB's uvalue. After the widget portion of the application is destroyed, the pointer reference still exists and the value it points to can be retrieved.

I'm a bit rusty with this stuff and you will probably find a much better example on David's webpage.

PRO MyApp, TheText = TheText

If n\_elements(TheText) EQ 0 Then TheText = "  
TxtPtr = Ptr\_new(TheText)

tlb = widget\_base(.....)  
    build gui here

Info = {TxtPtr:TxtPtr, other things here too}

Widget\_Control, tlb, set\_Uvalue = info, /no\_copy

XMANAGER, .....

TheText = \*TxtPtr       ;<----- get the value from the pointer  
Ptr\_Free, TxtPtr       ;<---- free the pointer

Return  
END

Later....

I just looked at <http://www.dfanning.com/programs/textbox.pro> and this is indeed a much better example.

Ben

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