
Subject: Re: textbox value on destroy?

Posted by [Ben Tupper](#) on Fri, 04 Jan 2002 02:37:15 GMT

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Hi,

I have suspicion that I am making your problem out to be too simple, so this might not work for you... but what the heck.

You can always retrieve that value of a text widget (text box?) if you have the Widget identifier.

Widget_Control, TextID, Get_Value = TheText

Ben

Gert Van de Wouwer wrote:

> Hi,
>
> I need to store the value of a textbox in a file. The problem is how to do
> this when the user 1) modifies the textbox and then 2) closes the
> application. It seems that the textbox's 'value' is already gone when a
> kill_notify event is generated. Any ideas how to handle this?
>
> Gert

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