Subject: Re: Getting checkbox value Posted by marc schellens[1] on Wed, 09 Jan 2002 19:30:41 GMT

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## "Pavel A. Romashkin" wrote:

>

- > I had a case when I kept on adding checkboxes a few times while
- > developing a program. I didn't want to go and change the State structure
- > all the time, so I wrote a small program called CHECKBOX. You can find
- > it here:
- > http://spot.colorado.edu/~romashki/idl/checkbox.pro
- > All you need is to set up a long integer somewhere (be it State
- > structure or Uvalue of one of the widgets already referred to in State
- > structure, for easy retrieving). Then, in the event code for the
- > checkbox, you call the CHECKBOX with event.select as ACTION keyword argument.
- > CHECKBOX program then will set an appropriate bit of the Long you
- > created, and the state of that bit is the same as the state of that
- > checkbox. Later, you can call
- > status = checkbox(Long\_var, bit\_number, /get)
- > and get status of checkbox.
- > Think of the space savings you can store state of some 64 checkboxes
- > in just 8 bytes!
- > Pavel

Actually I doubt that this is a good idea.
Especailly in IDL.
If you have megabytes of data, ok, but just for checkboxes, the code you add to the running program is \*much\* larger that the few bytes you saved. (Unless you have thousands of checkboxes).

## To Lisa:

if you create your checkbox with id=cw\_bgroup(tlb,['b1','b2'...],/NONEXCLUSIVE) you can get the status of the buttons anytime with widget\_control,id,GET\_VALUE=arr where arr is an intarr set to 1 for every selected button, 0 for nonselected.

cheers, marc