
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.

Especially in IDL.

If you have megabytes of data, ok, but just for checkboxes, the code you add to the running program is *much* larger than 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
