
Subject: Re: Getting checkbox value

Posted by [Pavel A. Romashkin](#) on Tue, 08 Jan 2002 21:02:35 GMT

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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

Lisa Gandy wrote:

>

> I am trying to get the value of a checkbox...meaning I would like to
> know if the checkbox is selected at a certain time. I have looked
> through the references under widget_control and widget_info but
> neither of these keywords seem to return if a checkbox button has been
> selected or not. Did I overlook something?

>

> Cheers,
> Lisa Gandy
