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Subject: Re: WIDGET\_TEXT - HOW TO NOT CHANGE VALUE OF TEXT WHILE EDITING FIELD?

Posted by [btt](#) on Fri, 02 May 2003 16:29:55 GMT

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Tobi wrote:

> i have a gui which has a few fields for changing motor positions as a  
> widget\_text which was made /editable. i also run a timer which looks  
> up the motor positions every few seconds and updates the position in  
> that field.  
>  
> sometimes it happens that i want to change one value and when i enter  
> the new value, the timer event kicks in and updates the field with the  
> current motor position and i have to start over again and press enter  
> before it updates again.  
>  
> is there a way of telling idl not to change the value while the field  
> is edited?  
>  
> thanks!  
>  
> TOBI

Hello,

Take a peek at the /ALL\_EVENTS and /EDITABLE keywords to the WIDGET\_TEXT() function. I think you want to set each of these - but you have to communicate to the end user that a <return> or <enter> keystroke is required. If this is the only field you are interested in polling with the timer events, then you can actually remove the timer event (a good thing to remove) Instead, use the event generated when the user hits the enter key after editing your text widget.

ben

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