Subject: WIDGET_TEXT - HOW TO NOT CHANGE VALUE OF TEXT WHILE EDITING FIELD?

Posted by tbeetz on Fri, 02 May 2003 16:13:18 GMT

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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