
Subject: Re: changing button text for dialog_message

Posted by [btt](#) on Tue, 30 Mar 2004 19:57:37 GMT

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Tim Williams wrote:

> Is there a way to change the text in the buttons for dialog_message
> from Yes/No to something else? I have an application where I want to
> prompt the user to do one of two things. Dialog_message(/question)
> seems to fit the bill, except I'd rather have something instead of
> Yes/No e.g. 'Do this'/'Do that'.
>
> Thanks.

Would this do it? It's just a quick hack - so caveat emptor.

```
IDL> print, dialog_Choice(['yes', 'no', 'maybe'], message = 'Well??')
```

maybe

*****START*****

```
PRO Dialog_Choice_Event, ev
```

```
Widget_Control, ev.ID, Get_Value = thisChoice
```

```
Widget_Control, ev.Top, get_Uvalue = thisOne  
*thisOne = thisChoice
```

```
Widget_Control, ev.Top, /destroy
```

```
END
```

```
FUNCTION Dialog_Choice, buttonNames, $  
MESSAGE_TEXT = message_text, $  
GROUP_LEADER = group_leader, $  
TITLE = title
```

```
If n_elements(title) EQ 0 then $  
title = 'Please make a selection'
```

```
if n_elements(message_text) EQ 0 then $
```

```
message_text = 'Please make a selection'
```

```
if n_elements(buttonNames) EQ 0 then buttonNames = 'OK'
```

```
n_Choices = n_elements(buttonNames)
```

```
doModal = ( n_elements(group_Leader) EQ 0 ) ? 0 : 1  
base = widget_base(group_Leader = group_leader, $  
  title = title, $  
  Column = 1, $  
  /Base_align_Center)
```

```
label = Widget_Label(base, $  
  value = message_text, $  
  /align_Center)
```

```
weeBase = Widget_Base(base, $  
  Column = n_Choices, $  
  /base_align_center)  
For i = 0L, n_Choices-1 Do $  
  button = WIDGET_BUTTON(weeBase, $  
    Value = buttonNames[i], $  
    Event_Pro = 'Dialog_Choice_Event', $  
    uValue = buttonNames[i])
```

```
ThisOne = Ptr_NEW("")  
Widget_Control, base, Set_Uvalue = thisOne  
Widget_Control, base, /realize
```

```
XMANAGER, 'DIALOG_CHOICE', base
```

```
returnChoice = *thisone  
Ptr_Free, thisOne  
Return, returnChoice  
END  
*****FINISH
```
