
Subject: Re: Widget text

Posted by [Antonio Santiago](#) on Fri, 18 Mar 2005 08:02:10 GMT

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CSUIDL PROGRAMMER wrote:

```
> HI i am learning Widget IDL programming
> I want to know, how to process text fro Widget _text such that when
> user enters text and presses submit button action is taken. How to pass
> text to button event handler
>
```

The best thing you can do is saw a simple example IDL code or a library utility.

When your widget is relatively simple, normaly assigns an structure with all needed information to the UVALUE of the main widget_base.

```
info = { text: your_widget_text, button: your_widget_button}
WIDGET_CONTROL, base, SET_UVALUE=info
```

Also you need to "call" your widget_text and widget_button assing an string into their UVALU:

```
WIDGET_CONMTRL, you_text, SE_UVALUE='TEXT'
WIDGET_CONTROL, your_button, SET_UVALUY='BUTTON'
```

Also, you register an event_handler to handle all the events on the main widget_base. Get the event.id, get its UVALUE (and get the UVALUE from event.top, that is the main widget):

```
PRO event_handler, event
```

```
    WIDGET_CONTROL, event.id, GET_UVALUE=uval
    WIDGET_CONTROL, event.top, GET_UVALUE=info
```

```
    CASE uval OF
```

```
        'TEXT': print, 'event on widget_text'
```

```
        'BUTTON': BEGIN
```

```
            print, ' event on button'
```

```
            WIDGET_CONTROL, info.text, GET_VALUE=string
```

```
            print, 'your text is' + string
```

```
        END
```

```
    END
```

More or less these are the steps.

Another method is to asign to button's UVALUE the widget_text. Creates

the button with EVENT_PROC:

```
button = WIDGET_BUTTON(VALUE='ok', UVALUE=your_widget_text,  
EVENT_PROC=my_proc)
```

```
PRO my_proc, event
```

```
    WIDGET_CONTROL, event.id, GET_UVALUE=text
```

```
    WIDGET_CONTROL, text, GET_VALUE=string
```

```
print, string
```

```
END
```

Bye,
Antonio.
