
Subject: Re: Como unir la interfaz grafica con los procedimientos
Posted by [Haje Korth](#) on Thu, 11 Aug 2005 12:26:09 GMT

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Anto,

the example below is from the "Building IDL Applications" guide and should give you a basic idea. You can then search the help for all WIDGET_* commands for other GUI objects.

Haje

```
PRO widget2_event, ev
WIDGET_CONTROL, ev.TOP, GET_UVALUE=textwid
WIDGET_CONTROL, ev.ID, GET_UVALUE=uval
CASE uval OF
  'ONE' : WIDGET_CONTROL, textwid, SET_VALUE='Button 1 Pressed'
  'TWO' : WIDGET_CONTROL, textwid, SET_VALUE='Button 2 Pressed'
  'DONE': WIDGET_CONTROL, ev.TOP, /DESTROY
ENDCASE
END
```

```
PRO widget2
base = WIDGET_BASE(/COLUMN)
button1 = WIDGET_BUTTON(base, VALUE='One', UVALUE='ONE')
button2 = WIDGET_BUTTON(base, VALUE='Two', UVALUE='TWO')
text = WIDGET_TEXT(base, XSIZE=20)
button3 = WIDGET_BUTTON(base, value='Done', UVALUE='DONE')
WIDGET_CONTROL, base, SET_UVALUE=text
WIDGET_CONTROL, base, /REALIZE
XMANAGER, 'widget2', base
END
```

"Anto" <antok@argentina.com> wrote in message
news:1123762443.929701.41810@g14g2000cwa.googlegroups.com...

James Kuyper wrote:

> Anto wrote:
>> HOLA
>> Alguien seria tan amable y me puede ayudar a ver en un ejemplo sencillo
>> Como hago para enlazar la interfaz grafica GUI con una pantalla con CON

>> GRACIAS
>> ANTO
>
> <http://www.google.com/language_tools>
> HELLO Somebody serious so amiable one and can help me to see in a

> simple example Since I make to connect grafica interface GUI with a
> screen with WITH PRO? THANKS ANTO
>
> <<http://ets.freetranslation.com/>>:
> HELLO Someone serious so kind and can help me to see in a simple
> example As I do to bind the interface grafica GUI with a screen with

>
> I can't quite figure out what he's asking, from either of the two
> translations.

HELLO

I START WITH THE LANGUAJE AND NEED HELP WITH simples examples to start
programming whit GUI.

Since I speack spanish and it's difficult to me english and the
translations not excactly. (I'm a girl).

THANKS ANTO
