
Subject: Updateable Message WidgetPosted by [cavanaugh](#) on Tue, 01 Aug 1995 07:00:00 GMT[View Forum Message](#) <> [Reply to Message](#)

I've been trying to develop a clean method of having an updateable window in some of my larger programs. The plan is to use this window to keep the program user current on the program's processing status (rather than just printing to the xterm). I finally settled on the method below, but it's not as clean as I would like. Notice that the widget is realized but not registered (and therefore, I assume, needs no event handler), and that to destroy the widget, I have to pass widget id - 1 to widget_control. Weird. Does anyone have a better way of handling this?

Thanks in advance,

Charles

```
function updatebox, title = title, message = message, xsize = xsize, ysize = ysize
; IDL 4.0, AIX 4.1
; get the dimensions, message and title
if n_elements (xsize) eq 0 then xsize = 300
if n_elements (ysize) eq 0 then ysize = 50
if n_elements (title) eq 0 then title = ' MESSAGE!! '
if n_elements (message) eq 0 then message = '          '

; create the box
base = widget_base (title = title, /column)
  upid = widget_label (base, value = message, xsize = xsize, ysize = ysize)

; realize but dont register (this is the only way I could return the widget id)
  widget_control, base, /realize

; return the id of the writeable section of the box
  return, upid
end

pro utest
  boxid = updatebox (title = "Update Test", xsize = 200, ysize = 30)
  widget_control, boxid, set_value = "ID of this box is " + strtrim (boxid, 2)
  wait, 1.0 ; simulate doing something
  widget_control, boxid, set_value = "Doing something . . ."
  wait, 1.0
  widget_control, boxid, set_value = "Doing another thing . . ."
  wait, 1.0
  widget_control, boxid, set_value = "Last thing to do . . ."
  wait, 1.0
  widget_control, boxid - 1, /destroy
end
```

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Charles Cavanaugh | "Words are very unnecessary, they can only do harm"
cavanaugh@ncar.ucar.edu | - Depeche Mode
NCAR Boulder, CO, USA | "Facts all come with points of view"
My opinions | - Talking Heads
