prahladvkumar@gmail.com writes:

> I had created a base widget as
>
> wbase = widget_base()
>
> on this i have placed some objects like button and lable
>
> wbutton = widget_button(wbase,uvalue = 'Text',value = 'Text')
> wlable = widget_button(wbase)
>
> now when i click on wbutton ie., on Text button I shud get another
> widget to collect some information from the user and come back to the
> main base.
>
> cbase = widget_base()
> ctext = widget_text(cbase)
>
> based on the text entered in teh text box by the user the lable has to
> get updated.
>
> please let me know the procedure in detail.

I think what you want is a pop-up dialog widget.
You can find the procedure in detail here:

  http://www.dfanning.com/widget_tips/popup.html

You pop-up dialog widget will be called in the
event handler for your TEXT button.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")