
Subject: Re: dialog_pickfile return question..
Posted by [ryanselk](#) on Wed, 06 Jun 2007 16:51:56 GMT
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On Jun 6, 10:13 am, jkj <k...@vexona.com> wrote:

> On Jun 6, 10:44 am, ryans...@gmail.com wrote:

>

>

>

>> How would I go about getting the path choosen from Dialog Pickfile and
>> then having that path appear in a pre-existing widget_text? I have
>> attempted using a pointer but I could not get it to work, as the
>> widget_text doesn't 'update'.

>

>> Here is my code, if anyone could help it would be fantastic!

>

>> PRO test_event, ev

>> widget_control, ev.id, get_value=value

>> widget_control, ev.top, get_uvalue=info

>

>> if value eq '...' then begin

>> filepicked = DIALOG_PICKFILE (/READ)

>> print, "File picked"

>> print, filepicked

>> fp = ptr_new(filepicked)

>> END

>

>> END

>

>> PRO test, value

>

>> main = widget_base (title='PRO', MBAR=bar, /row)

>> wt0 = WIDGET_TEXT(main, XSIZE=15, uvalue='Filename', /ALL_EVENTS, /

>> EDITABLE)

>

>> findfiles = widget_button (main, value='...')

>

>> widget_control, main, /realize

>> widget_control, main, set_uvalue=info

>> xmanager, 'experiment', main

>

>> END

>

>> Thanks,

>> Ryan

>

> Sent the id of widget_text to the handler in the info structure and

> then update it from within the event handler:

```
>  
> 1. Add wt0 to the info structure:  
>   info = { $  
>     id:wt0 $  
>   }  
>  
>  
> ....  
> 2. use wt0 in the event handler:  
>   filepicked = DIALOG_PICKFILE (/READ)  
>   widget_control, info.id, set_value=filepicked  
>  
> -Kevin
```

Thank you to the both of you!
I got it working great now.

I know my code there has some problems, that was just a small part of
a bigger program
I used to make showing you guys easier.

Thanks again!
