
Subject: Re: dialog_pickfile return question..
Posted by [jkj](#) on Wed, 06 Jun 2007 16:13:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

```
> How would I go about getting the path chosen 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
