
Subject: Re: Widget_text issue

Posted by [cmancone](#) on Fri, 01 Jun 2007 18:29:25 GMT

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On Jun 1, 2:13 pm, David Fanning <d...@dfanning.com> wrote:

> ryans...@gmail.com writes:

>> Thanks for any help! Sorry for the likely easy question, im still new

>> to this stuff.

>

> You will probably find this article interesting:

>

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

>

> At least it will point out the things you are doing wrong. :-)

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

I got the following to work, althought it is a blocking program:

```
PRO experiment_event,  
ev                      ;event handler  
  widget_control, ev.id, get_value=value  
  widget_control, ev.top, get_uvalue=info
```

```
  if value eq 'Quit' then begin  
    widget_control, info.wt, get_value=text  
    *info.ptr = text  
    widget_control, ev.top, /destroy  
  endif  
END
```

PRO experiment,value

```
  main = widget_base (title='TEST GUI', /row)  
  cntl = widget_base (main, /column)  
  
  quitbut = widget_button (cntl, value='Quit')    ; GO button\  
  wt = WIDGET_TEXT(cntl, XSIZE=15, uvalue='text',/EDITABLE) ;;works.  
  ptr = ptr_new(text)  
  info = {wt:wt, ptr:ptr}  
  widget_control, main, /
```

```
realize                                ;create the widgets
  widget_control, main, set_uvalue=info

  xmanager, 'experiment', main        ; wait for
events

  value = *ptr

END

experiment,res
; (insert 'test string', then hit quit)
print,res
; prints 'test string'
```
