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Subject: Re: dialog\_pickfile return question..  
Posted by [pook41](#) on Sat, 09 Jun 2007 11:17:42 GMT  
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On Jun 7, 1:51 am, ryans...@gmail.com wrote:

> 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 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
>
> 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!
```

Dialog\_pickfile has the GET\_PATH keyword which would seem to be what you want.

Andrew

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