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Subject: Re: widget\_table

Posted by [2d](#) on Thu, 19 Jul 2007 19:24:37 GMT

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Thanks Dave and Jean for these comments.

I'd rather stick with the Widget\_Table as i have quite a few parameters to input, and sliders are no good for precise values.

Naively, as "table" is the WidgetID from above, in the PRO imager\_parameters\_quit\_event, routine i put:

```
WIDGET_CONTROL, table, GET_VALUE=table_value
```

to which IDL responded by saying "Variable is undefined: TABLE", so i'm clearly doing something not right.

As I'm really a beginner with widgets could you indicate how i either "Store tableID either in your quit button uvalue" or "save a pointer to a structure".

As a beginner i do find the help in the IDL rather limited, it could do with more but really simple examples how how to do the things with widget that people want. Generally i find the examples to long and complicated you get lost in all the different things that are going on. Would you know any websites where i can find simple examples of table widget codes.

thank you, 2d

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