
Subject: Re: widget_table

Posted by [Jean H.](#) on Tue, 17 Jul 2007 21:21:17 GMT

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2d@onetel.com wrote:

```
> I want to create a widget_table with default values and then change
> the values from the widget and then transfer those values back to a
> calling programme. A possible way of doing this is shown below, where
> a calling routines calls the routine imager_parameters transfers
> default settings to the widget. The widget is editable so i can alter
> the values. However, i dont seem to be able to read these values back
> to the calling routine. Does anyone have a suggestion as to how i can
> do this.
>
> many thanks, 2d
>
> PRO imager_parameters_quit_event, ev
>   COMPILE_OPT hidden
>   WIDGET_CONTROL, ev.TOP, /DESTROY
> END
> PRO imager_parameters, fov, freq, sensitivity
>   d0={fov:fov, freq:freq, sensitivity:sensitivity}
>   data = [d0]
>   labels = ['FOV[Deg]', 'Freq[GHz]', 'Sensitivity[K]']
>   maxwidth = 30
>   base = WIDGET_BASE(/COLUMN)
>   table = WIDGET_TABLE(base, VALUE=data, /EDITABLE, /COLUMN_MAJOR, $
>     ROW_LABELS=labels, COLUMN_LABELS=['Imager Value'], $
>     COLUMN_WIDTHS=maxwidths, /RESIZEABLE_COLUMNS)
>   b_quit = WIDGET_BUTTON(base, VALUE='Quit', $
>     EVENT_PRO='imager_parameters_quit_event')
>   WIDGET_CONTROL, base, /REALIZE
>   XMANAGER, 'imager_parameters', base
> END
>
```

Hi,

You must use WIDGET_CONTROL, tableID, GET_VALUE=table_value ... it could be in your quit method or elsewhere. Store tableID either in your quit button uvalue (poor technique if you want to do something else), or save a pointer to a structure (or to a pointer array), which would contain, at least, the tableID.

Jean
