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Subject: Re: widget\_table

Posted by [David Fanning](#) on Tue, 17 Jul 2007 21:21:37 GMT

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2d@onetel.com writes:

> 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.

You want to create what I call a "Pop-up Dialog Widget":

[http://www.dfanning.com/widget\\_tips/popup.html](http://www.dfanning.com/widget_tips/popup.html)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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