
Subject: Re: control widgets

Posted by [payon](#) on Wed, 01 Aug 2007 08:06:10 GMT

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On 31 Jul., 20:17, David Fanning <da...@dfanning.com> wrote:

> pa...@gmx.de writes:

>> So the exact problem is, my modal widget opens when a button is

>> pressed on my main base (Ope File).

>> Then I can upload the files with my modal widget. But when they were

>> uploaded and the modal widget was destroyed, they should also be shown

>> in a draw widget on the main base. So the process should be induced

>> with the destroyEvent

>

> I think you want your modal widget to be a "pop-up dialog widget"

> that collects the filenames and returns them to your main program,

> where you can easily display them wherever you want them. (Although

> I doubt you really mean in a draw widget. Perhaps a text or list

> widget.)

>

> Here is how to create a modal pop-up widget:

>

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

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

Sorry, that I couldn't answer yesterday.. Well, thanks a lot for your answers. I tried to do like it was described but it still doesn't work. Maybe I give a small example code, which makes it clearer, what i mean and what I want to do.

My main program/widget has an event which opens a modal widget:

```
pro MFiOpenData, Event
```

```
COMMON widget_id, win2
```

```
win2=widget_info(event.top, find_by_uname='Window2')
```

```
openfile, group_leader=event.top
```

```
end
```

Now in the modal/popup widget i can upload some data, but when i want to leave my modal widget again, and change/return back to my main widget, the main widget shoud activate some green lamps on my main widget. I tried to do it with this Event on my modal widget:

```
pro OKButton, Event
COMMON widget_id, win2
widget_control, win2, GET_VALUE=win2
wset, win2
green = read_bmp('green.bmp')
tv, green, true=1
widget_control, Event.top, /destroy
end
```

the problem is, that when i want to make it this way, the compiler says

WIDGET_CONTROL: Class of specified widget has no value: 36

So is there any other possibility how to handle with it? Because I still don't know how to control the main widget from my modal widget.

greetings

martin
