
Subject: Re: control widgets

Posted by [David Fanning](#) on Tue, 31 Jul 2007 18:17:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

payon@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/>
