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Subject: how to "check" checkbox state?

Posted by [pantha](#) on Tue, 06 May 2008 16:05:07 GMT

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Hello everybody,

I am writing a GUI program using the IDL GUI builder. I put a checkbox on the GUI, and that checkbox state should be checked when a specific button is pressed. The code is handled inside the x\_eventcb.pro file.

Question is: How can I check the state of the checkbox (checked/unchecked)? Can somebody give me an example?

I've read through the IDL help and several topics on this newsgroup, but I couldn't find a fitting solution for my rather simple problem.

I know how to set the state with "Widget\_control, buttonname, set\_button = 1" but since there is no "get\_button" I'm quite puzzled how to get the state.

Any help would be greatly appreciated!

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