Subject: Re: input box? Posted by Jean H. on Thu, 03 Jul 2008 20:11:26 GMT View Forum Message <> Reply to Message

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titan wrote:
> On Jul 1, 7:48 pm, Vince Hradil <hrad...@yahoo.com> wrote:
>> On Jul 1, 12:41 pm, humanumbre...@gmail.com wrote:
>>
>>> Any alternative to DIALOG_MESSAGE which would allow a textfield and an
>>> input instead of just yes/no/cancel whatnot?
>>> Like: "How many apples do you want? " textfield
>>> and when they push "ok" - I get that value
>>> Thanks in advance,
>>> --Justin
>> http://dfanning.com/widget_tips/popup.html
>
> Is there the possibility to insert a sort of countdown in the sense
> that if no button is pushed then a user-defined value will be used??
> thanks
>
> B
set a timer when you create the widget.
(like: widget_control,wbaseID, set_uvalue=uval,/realize, TIMER=30)
Then, in the event handler, read the value entered by the user or, if
there is none, return your default value.
```

Jean