
Subject: Re: Update text widget
Posted by [David Fanning](#) on Thu, 19 Feb 2009 19:51:31 GMT
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titan writes:

- > what I have in mind is the following
- > consider a simple process (for example a for cycle) I know that when
- > it is finished I can communicate it to user writing
- > test_1msg='process A finished'
- > print,test_1msg
- > but if I don't have any command line I would like to do the same
- > updating my widget text from sensitive=0 to sensitive=1
- > It could be handled with the SEND_EVENT keyword?

Yes, if you knew the identifier of you text widget. But, in this case, if you know the identifier of your text widget you don't even have to send an event. You can just change the text widget yourself:

```
Widget_Control, textWidgetIdentifier, Sensitive=1
```

- > Could you please suggest me something or some example to study??

Well, XMovie is a pretty simple example:

```
http://www.dfanning.com/programs/xmovie.pro
```

It uses a NO_COPY method for moving the "info" structure around from the top-level widgets global storage space to the storage place in the local event handler. Most of us don't do things this way any more, but it won't hurt you any to learn how this works. :-)

Nowadays, we put the "info" structure in a pointer:

```
ptr = Ptr_New({....}, /No_Copy)
```

And pass the ptr around without bothering about the NO_COPY keyword. But that is a little more complicated, and you have to know how to clean up the pointer when you exit your program, etc. All of that can wait until you can get and respond to a single event.

Cheers,

David

P.S. Do think hard about that book. It will save you
untold *hours* of frustration, I can guarantee you. :-)

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
