Subject: Re: Update text widget
Posted by titan on Thu, 19 Feb 2009 18:29:41 GMT
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Hi David,

> You can "communicate" with a widget by sending it
> events. These events can be generated by graphical
> user interface objects (buttons, text widgets, and
> the like), or you can just make up an event and send
> it to a widget, assuming you know the identifier of
> that widget, with Widget_Control and the SEND_EVENT
> keyword.

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

> Go to some reputable web site (I could suggest one if you can't
> find one) and find a widget program. See how information is passed
> in that program. And I would locate a good book on IDL, too. I think
> it will be extremely difficult to learn to write decent widget programs
> if all you have to go on is the IDL documentation.
>
> Widget programming is not difficult, once you get your head around
> how events happen and are processed (one at a time), and how to
> find the information you need to do whatever it is you need to do.

I know that I have to study more the "widget way" and, in the next
day, I will seriously think to buy your book

thanks