
Subject: Re: Update text widget

Posted by [T.H.](#) on Thu, 19 Feb 2009 11:33:09 GMT

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On Feb 19, 4:25 am, titan <thunder...@inwind.it> wrote:

```
> Hi all,
> I'm trying to write my own first widget but probably I'm missing
> something about the event handler.
>
> I would like to create a widget text with 4 rows. these rows are
> created as insensitive and I would like to make them sensitive when
> each of these processes occur.
>
> How can I "communicate" to my widget that the process started and
> after some calculations it is finished and then update my widget???
> thanks
>
> Here is my wrong way (I tried it only for the first row)
>
> PRO my_widget_text_event, event
> WIDGET_CONTROL, event.id, GET_VALUE=text
> WIDGET_CONTROL, text1_, SET_VALUE=text1_msg
> END
>
> PRO my_widget_text, GROUP = GROUP
> base = WIDGET_BASE(TITLE = 'Processing info', XSIZE = 300, /COLUMN,
> XOFFSET=500, YOFFSET=300)
> row1 = WIDGET_BASE(base, /ROW, /FRAME)
> time_start_label = WIDGET_LABEL(row1, VALUE='Start Processing')
> time_start_txt = widget_TEXT(row1, VALUE=string(systemtime()))
> text1_msg='start process A'
> text1 = WIDGET_TEXT(base, YSIZE= 1, VALUE=text1_msg SENSITIVE=0,/
> FRAME, UVALUE=text1_msg)
> text2_msg = 'process A ok'
> text2 = WIDGET_TEXT(base, VALUE=text2_msg ,YSIZE = 1, /
> FRAME, SENSITIVE=0, UVALUE=text2_msg)
> text3_msg= 'Start process B'
> text3 = WIDGET_TEXT(base, VALUE=text3_msg , YSIZE = 1,/
> FRAME, SENSITIVE=0, UVALUE=text3_msg)
> text4_msg='process b ok'
> text4 = WIDGET_TEXT(base, VALUE=text4_msg ,YSIZE = 1,/
> FRAME, SENSITIVE=0, UVALUE=text4_msg)
> ; Realize the widgets:
> WIDGET_CONTROL, base, /REALIZE
> XMANAGER, 'wtext', base, GROUP_LEADER =
> GROUP, event_handler='my_widget_text_event', /NO_BLOCK
> END
```

I'm a bit confused about what you want this to do. Ignore me if I'm missing something but I found two major problems with the code you posted.....

1) I'm not sure where your events are supposed to be coming from. Since all of your text widgets are unsensitive they can't produce any events and you have no buttons to click, slider to mover , etc.

2) In the event handler, you are using variables that you defined in the my_widget_text but have not passed in any way to the event handler. The event handler doesn't know what text_1 or text_1_msg are. One common way to handle this type of issue is to create a pointer to a structure that contains all of the information that your event handler might need. Then set the uvalue of you top level base to that pointer. I prefer to do this kind of stuff as an object. This allows you to define the widgets as member data and have access to all of them throughout the event handler.
