
Subject: Re: widget

Posted by [David Fanning](#) on Fri, 07 Oct 2011 19:11:52 GMT

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Marco Otto writes:

> I am new to widget programming in IDL :-(
>
> maybe someone can tell me how to realise the second step:
>
> 1. read a .sav file
> 2. if there are more than one variable stored then give me a list of
> variables (here comes the widget - hence the hard part for me) where I
> can interactively select the variable I want to be read into IDL
> 3. rename the variable
>
> That's all! But somehow I don't get it - seems a bit over complicated
> in IDL - but the problem is definitely sitting in front of the
> screen ;-)
>
> Here is what I have so far

Oh, dear! I'm off to Australia in a few hours, so I won't be able to help. But, I will tell you that nearly everything about this program is wrong. :-)

Ben Tupper, or someone else, may take pity on you. Or, I'll give you some help when I get back. But, just briefly, I think you want to use the IDL_Savefile object to query your save file and get the variable names, and I *think* (can't really tell for sure) you want to build a pop-up dialog widget:

http://www.idlcoyote.com/widget_tips/popup.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
