
Subject: Re: Scrolling text in a widget_label
Posted by [Russell\[1\]](#) on Thu, 01 Dec 2011 22:59:51 GMT
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So, I did get it to do what I want, though I don't entirely understand why it works. It seems that `widget_event(/nowait)` returns the "bare bones" structure of `{ID:0, TOP:0, HANDLER:0}` for all times that the mouse is *inside* the widget. When you move out, it will add the tag "ENTER". So it was simple enough to test on whether or not the "ENTER" tag exists or not. I've attached a quick script to illustrate it. The first function is from the IDL astro-library maintained by W. Landsman --- just in case someone else is interested in this. I'm not sure it was worth all the time I spent on this, but it was a fun exercise! Now to figure out why `widget_event` changes its return structure like that, and whether or not I can trust this in the future....

```
function tag_exist, str, tag, index=index,  
top_level=top_level, recurse=recurse, $  
    quiet=quiet  
  
;  
; check quantity of input  
;  
compile_opt idl2  
if n_params() lt 2 then begin  
    print, 'Use: status = tag_exist(structure, tag_name)'  
    return, 0b  
endif  
  
;  
; check quality of input  
;  
  
if size(str,/TNAME) ne 'STRUCT' or size(tag,/TNAME) ne 'STRING' then  
begin  
    if not keyword_set(quiet) then begin  
        if size(str,/TNAME) ne 'STRUCT' then help, str  
        if size(tag,/TNAME) ne 'STRING' then help, tag  
        print, 'Use: status = tag_exist(str, tag)'  
        print, 'str = structure variable'  
        print, 'tag = string variable'  
    endif  
    return, 0b  
endif
```

```

tn = tag_names(str)

nt = where(tn eq strupcase(tag)) & index=nt[0]
no_match = index EQ -1

if no_match and not keyword_set(top_level) then begin
    status= 0b
    for i=0,n_elements(tn)-1 do begin
        if size(str.(i),/TNAME) eq 'STRUCT' then $
            status=tag_exist(str.(i),tag,index=index)
        if status then return,1b
    endfor
    return,0b

endif else return,~no_match
end

pro test2_event,event

widget_control,event.id,get_uvalue=uval ;name of UVALUE of the event
eventtype=tag_names(event,/str) ;event type
event1=(strsplit(eventtype,'_','/ext'))(1) ;2nd element of event type

case event1 of
    'TRACKING': begin

        if event.enter then begin
            widget_control,event.id,get_value=text
            orig=text(0)
            text=orig+' '
            len=strlen(text)
            exist=1b & i=0L
            while exist do begin
                i=i mod len
                widget_control,event.id,set_value=string(shift(byte(text),-
i))
                ++i
                exist=1b-tag_exist(widget_event(event.id,/nowait),'ENTER')
                if exist then wait,0.2
            endwhile
            widget_control,event.id,set_value=orig
        endif

    end

    'BUTTON': begin

```

```

    case uval of
      'CLOSE': widget_control,event.top,/destroy
    else:
    endcase
  end
else:
endcase
end

pro test2

base=widget_base(/col)
lab=widget_label(base,xsize=100,value='This is a long string in a
small box',$
    /tracking,ysize=24,/sunken)
w=widget_button(base,val='Close',uval='CLOSE')

widget_control,base,/realize
xmanager,'test2',base,/no_block

end

```

On Dec 1, 3:56 pm, David Fanning <n...@dfanning.com> wrote:

> Russell writes:

```

>> So I have a large GUI I've been working on, and there are several
>> widget_labels all over the place. The xsizes of these regions are
>> fixed, but the text that can populate them is to be decided by the
>> User. In general, the text will be much longer than the widget_label
>> can accommodate, so I thought it would be helpful to add some type of
>> scrolling to the text inside a widget_label. My hope was that when
>> the User places the mouse over the widget_label that the text beneath
>> it would scroll. I can use /tracking_events to tell when the mouse
>> enters or leaves the widget_label, but I don't know how to interrupt

```

```
>> the event loop, something like:
>
>> while event.enter eq 1 do begin
>>   scroll_text,event.id
>> endwhile
>
>> because as this while loop begins, it never exits back to the main
>> event handler to even know if the mouse leaves or not. My gut tells
>> me I need widget_event, but I can't really see how to make that
>> happen....
>
>> Any advice?
>
> Forget it. Ain't gonna happen. :-)
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```
