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Subject: Re: Displaying a list of filenames

Posted by [David Fanning](#) on Tue, 03 Jan 2012 16:25:37 GMT

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Percy Pugwash writes:

> Thanks very much. While I can see that cgPickfile offers some useful  
> options not present in dialog\_pickfile, I'm not sure if it's quite  
> suitable for my purpose. The idea here is the the files have already  
> been selected, and the selected files are displayed in a list of some  
> kind, such that the user can highlight any given one of those files in  
> order to tweak the processing steps for that file (with options given  
> in the widget application). As such, I think it's quite important that  
> the list would be embedded directly into the top-level base of the  
> application. The files themselves might not all be in the same  
> directory.

>

> Another slightly less satisfactory route I was considering exploring  
> would be to use widget\_list, but truncate the displayed paths so that  
> the rightmost portion of the path is visible. However, this requires a  
> way to calculate how much of the string will exactly fit in the  
> available space. I suppose I could set the list to be a set width in  
> characters, and then at least be sure that if I truncate each string  
> to be equal to that width, they would fit in the box. I think it'd be  
> quite unattractive though.

Oh, attractive. I think you might have to wait until  
the New Widgets are introduced in IDL 10.0 and actually work  
in IDL 10.4. :-)

Cheers,

David

P.S. All I'm saying is that *\*all\** of the options  
available to you are less than perfect. "Get used  
to disappointment," as my favorite line from the  
Princess Bride reminds us. This is probably the  
dark side of having to write widgets that work  
across platforms.

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

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

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