

Folks,

I've recently discovered that one of my long-standing pet peeves about IDL has a simple solution.

I am referring to the fact that Dialog_Pickfile will cut off the initial file name when it first appears on the display. (This may be a Windows only thing, I'm not sure.) Consider, for example, this file name:

```
fn = '1234567890abcdefg.txt'
```

If I put this into a Dialog_Pickfile like this:

```
file = Dialog_Pickfile(FILE=fn)
```

Then, on Windows, the first six characters in the file name are cut off. They are there, the user just doesn't see them!

This has annoyed me for a long time because it makes it virtually impossible to produce graphical user interfaces for programs that look, well, professional. I've complained about it to the technical support people so much that they will no longer take my calls about it.

Finally, in desperation, I decided to file a bug report for the IDL 8.2 beta about it. In the process of doing so, I accidentally discovered a simple work-around.

It turns out that if you set the WRITE keyword, then Dialog_Pickfile knows perfectly well how to put the filename in the dialog! This code displays the file name perfectly:

```
file = Dialog_Pickfile(FILE=fn, /WRITE)
```

Of course, setting the WRITE keyword changes the text on the main window of the dialog from "Please Select a File" to "Please Select a File For Writing", but this is easily overcome by using the TITLE keyword to select any title you like:

```
file = Dialog_Pickfile(FILE=fn, /WRITE, $
```

TITLE ='Woohoo, Problem solved!!!')

I'm off to put this fix into cgPickfile, which is the way I normally call Dialog_Pickfile right now! :-)

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.")
