
Subject: Re: changing text in textwidget from other widgets in same tree

Posted by [davidf](#) on Fri, 02 May 1997 07:00:00 GMT

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Scott McIntosh <scott@astro.gla.ac.uk> writes:

> I am new to GUI programming with IDL, and does anyone know how to
> do the following.
>
> imagine:
> Load button(pickfile)
> text_widget containing path of file
>
> I would like to update the text_widget every time the file is changed, I
> know this is possible, but I cannot think about how to implement it.

In the event handler where you call PICKFILE, you want to get the name of the file and use that to set the value of your text widget. Your event handler will look something like this:

```
PRO NEWFILE_EVENT, event
```

```
    ; Pick new file.
```

```
    filename = PICKFILE()
```

```
    IF filename EQ " THEN RETURN
```

```
    Widget_Control, event.top, Get_UValue=info, /No_Copy
```

```
    info.currentFilename = filename
```

```
    Widget_Control, info.textWidgetID, Set_Value=filename
```

```
    Widget_Control, event.top, Set_UValue=info, /No_Copy
```

```
END
```

Cheers!

David

P.S. I am making a lot of progress on my new IDL Programming book. It should be out soon! It will include quite a lot of this kind of information. :-)

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