
Subject: text widget example

Posted by [astroboy.20000](#) on Fri, 29 Dec 2017 19:35:15 GMT

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Hello,

Does anyone have a snippet of code that shows how to process input from a text widget? What I'm asking about is that you have a text widget, you type in a string, and hit return, and the string is passed to the event_pro routine for that widget.

I would have thought this information would have been passed in the event structure but I can't find anything that explains if this is the case. What I have found is illustrated below in the code from Liam Gumley's book, where the string is passed via a variable in the uvalue. This seems like a complicated way to go about it, especially since in the program I'm writing I'd like to have about a dozen text widgets.

Thanks,

Mark

PRO WGETNAME_EVENT, EVENT

print, 'Event detected'

;- Get state information

widget_control, event.top, get_uvalue=infoptr
info = *infoptr

;- Identify widget which caused the event

widget_control, event.id, get_uvalue=widget
help, widget

;- Handle events

if (widget eq 'Text') or (widget eq 'OK') then begin

 widget_control, info.text, get_value=name

 info.name = name

 info.status = 'OK'

endif else begin

 info.name = "

 info.status = 'Cancel'

endelse

```
print,'name      ',name  
;- Save state information  
*infoptr = info  
  
;- Destroy the widget hierarchy  
widget_control, event.top, /destroy
```

END

PRO WGETNAME_CLEANUP, ID

```
print, 'Cleaning up'  
  
;- Get state information  
widget_control, id, get_uvalue=infoptr
```

```
info = *infoptr
```

```
;- Save result  
result = {name:info.name, status:info.status}  
*infoptr = result
```

END

PRO WGETNAME, NAME, STATUS

```
print, 'Creating widgets'
```

```
;- Create top level base  
device, get_screen_size=screen_size  
xoffset = screen_size[0] / 3  
yoffset = screen_size[1] / 3  
tlb = widget_base(column=1, title='Name', $  
    xoffset=xoffset, yoffset=yoffset, tlb_frame_attr=1)
```

```
;- Create text entry widgets  
tbase = widget_base(tlb, row=1)  
label = widget_label(tbase, value='Enter your name: ')  
text = widget_text(tbase, uvalue='Text', /editable)
```

```
;- Create button widgets  
bbase = widget_base(tlb, row=1, /align_center)  
bsize = 75  
butta = widget_button(bbase, value='OK', $
```

```
uvalue='OK', xsize=bsize)
buttb = widget_button(bbase, value='Cancel', $
    uvalue='Cancel', xsize=bsize)

;- Realize widgets
widget_control, tlb, /realize

;- Create and store state information
info = {text:text, name:"", status:'Cancel'}
infoptr = ptr_new(info)
widget_control, tlb, set_uvalue=infoptr

;- Manage events
xmanager, 'wgetname', tlb, cleanup='wgetname_cleanup'

;- Get result
result = *infoptr
ptr_free, infoptr
name = result.name
status = result.status

END
```
