
Subject: Re: Clearing fields in widgets

Posted by [Sean Heukels](#) on Mon, 08 Nov 1999 08:00:00 GMT

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Thanks for that code3, it surely gives a new view to the structures I use in some programs.

But ...

To make it even more difficult, some of these structures defined in info

{...}

are widgets, others are normal values. So I have to do a check first to find out if the structure is a widget or not then reset the value. This code doesn't do this.

Sean

Subject: Re: Clearing fields in widgets

Posted by [m218003](#) on Mon, 08 Nov 1999 08:00:00 GMT

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In article <80630o\$096\$1@newshost.accu.uu.nl>,

"News" <janek@dds.nl> writes:

- > I created a widget where you can load multiple functions with different
- > numbers of variables to use as input.
- > NOW I created a button to clear these fields in a own PRO called clearval
- > and here I open the structure info defined as the U_VALUE of the top.widget.
- >
- > The problem now is that I clear all the fields here and as soon as I want to
- > clear a field that HAS been defined in the structure info, but just hadn't
- > been filled with data, creates an error.
- > I can ofcourse create seperate PRO clearval 's but i want to solute it an
- > other way.
- >
- > Anyone have a clue ??
- > Thank u Sean
- >
- > [...] Code snipped[/color]

(1) replace your info.vari by a loop as in:

```
for l=0L,N_Tags(info)-1 do $  
    WIDGET_CONTROL, info.(l), SET_VALUE=""
```

(2) can't understand how you can define a tag in a structure and have NOT assigned a value to it. If you are running into trouble because you are trying to redefine a structure tag with a different variable type, you could use the SIZE function. E.g. if you only want to reset strings in the above loop:

```
for l=0L,N_Tags(info)-1 do $
```

Hope this helps somewhat,
Martin

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