Subject: widget
Posted by Jean Marc Delvit on Mon, 06 Nov 2000 08:00:00 GMT

How to get a value from a widget box and not from the prompt in IDL?

thanks

JMD

File Attachments

Subject: Re: Widget
Posted by David Fanning on Tue, 18 May 2004 23:36:29 GMT

Anand writes:

> Can anyone help me out with IDL widgets. I created a widget to
> display the image and from there I opened one more image to show a
> region in that image in a different widget. After I close the new
> widget my old widget does not seem to be my current graphic window.
> So when I try to perform some mouse commands it by default open a new
> IDL window. Can some one tell me how do I make my old widget the
> current graphic window after I close the current widget. I used
> widget_control, ev.top,/destroy, to detroy the top widget.

Oh, dear. :-(

You might have a look at ZIMAGE. It might even do exactly
what you are trying to do. You *definitely* need to know
what window is the current graphics window (the one you
will be drawing into) in a widget program. You do it
by doing a WSET to the window index number. This number
is the *value* of the draw widget:

  Widget_Control, drawWidgetID, Get_Value=wid
  WSet, wid

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting

Subject: Re: Widget
Posted by natha on Tue, 17 Nov 2009 16:47:01 GMT
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we don't know what are you trying to do.... do you use the XMANAGER
properly ? the definition of your GUI is it correct ?
give us more information....
cheers,

nata

Subject: Re: widget
Posted by David Fanning on Fri, 07 Oct 2011 19:11:52 GMT
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Marco Otto writes:

> I am new to widget programming in IDL :-(
>
> maybe someone can tell me how to realise the second step:
>
> 1. read a .sav file
> 2. if there are more than one variable stored then give me a list of
> variables (here comes the widget - hence the hard part for me) where I
> can interactively select the variable I want to be read into IDL
> 3. rename the variable
>
> That's all! But somehow I don't get it - seems a bit over complicated
> in IDL - but the problem is definitely sitting in front of the
> screen ;-)
>
> Here is what I have so far

Oh, dear! I'm off to Australia in a few hours, so I
won't be able to help. But, I will tell you that
nearly everything about this program is wrong. :-)

Ben Tupper, or someone else, may take pity on you. Or,
I'll give you some help when I get back. But, just
briefly, I think you want to use the IDL_Savefile
object to query your save file and get the variable
names, and I *think* (can't really tell for sure)
you want to build a pop-up dialog widget:

http://www.idlcoyote.com/widget_tips/popup.html

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: widget
Posted by Michael Galloy on Fri, 07 Oct 2011 19:47:39 GMT
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On 10/7/11 1:11 PM, David Fanning wrote:
> Marco Otto writes:
>
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>>
>> maybe someone can tell me how to realise the second step:
>>
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> briefly, I think you want to use the IDL_Savefile
> object to query your save file and get the variable
> names, and I *think* (can't really tell for sure)

> you want to build a pop-up dialog widget:
>
>   http://www.idlcoyote.com/widget_tips/popup.html

Try the program listed below; it's not hard to write, but the
explanation would be (MUCH) longer than the program. For a full
explanation, I would see one of the fine books available to learn IDL
(http://www.ittvis.com/language/en-US/Support/IDLBooks.aspx). To try it, do:

IDL> a = 1
IDL> b = 2
IDL> c = 3
IDL> save, a, b, c, filename='test.sav'
IDL> mg_sav_selection, 'test.sav'

The user interface is pretty simple: change the test in the text box at
the bottom to the name you want to call the variable and then select the
variable you want to import from the list.

```
pro mg_sav_selection_event, event
  compile_opt strictarr
  on_error, 2

  widget_control, event.top, get_uvalue=pstate
  uname = widget_info(event.id, /uname)
  case uname of
    'var_list': begin
      varname_text = widget_info(event.top, find_by_uname='varname_text')
      widget_control, varname_text, get_value=varname
      (*pstate).s->restore, ((*pstate).varnames)[event.index]
      (scope_varfetch(varname, /enter, level=1)) $
        = scope_varfetch(((*pstate).varnames)[event.index])
    end
    'varname_text':   ; no need to do anything
    else: message, 'unknown widget event'
  endcase
end


pro mg_sav_selection_cleanup, tlb
  compile_opt strictarr

  widget_control, tlb, get_uvalue=pstate

  obj_destroy, (*pstate).s
  ptr_free, pstate
end
```

```
pro mg_sav_selection, sav_filename
  compile_opt strictarr

  s = obj_new('IDL_Savefile', sav_filename)
  varnames = s->names(count=nvars)
  if (nvars eq 0L) then return

  tlb = widget_base(/column, title='Select variables from ' + sav_filename)
  var_list = widget_list(tlb, value=varnames, xsize=20, ysize=10, $
                uname='var_list')
  varname_text = widget_text(tlb, value='varname', xsize=20, /editable, $
                    uname='varname_text')
  widget_control, tlb, /realize

  state = { s: s, varnames: varnames }
  pstate = ptr_new(state, /no_copy)
  widget_control, tlb, set_uvalue=pstate

  xmanager, 'mg_sav_selection', tlb, /no_block, $
        event_handler='mg_sav_selection_event', $
        cleanup='mg_sav_selection_cleanup'
end
```

Mike
--
Michael Galloy
www.michaelgalloy.com
Modern IDL, A Guide to Learning IDL: http://modernidl.idldev.com
Research Mathematician
Tech-X Corporation

Subject: Re: widget
Posted by Marco Otto on Fri, 07 Oct 2011 21:14:43 GMT

Thank you Mike,

that was fast, "pitiful" enough and more over very help full!!!

Best regards

Marco

PS: I will definitely read more books in the future - even some on
IDL :-)