Subject: widget

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

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

thanks

**JMD** 

File Attachments

1) delvit.vcf, downloaded 169 times

Subject: Re: Widget

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

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## 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:

>

>> 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

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

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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 :-)