
Subject: widgets and values

Posted by [Ralf Schaa](#) on Fri, 27 Jul 2001 20:35:52 GMT

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Hi there,

i like to have a widget doing the following:

PROBLEM1:

if the button 'range1' has been pushed, then change the UVALUE from 'range' to 'range1'

if the button 'range2' has been pushed, then change the UVALUE from 'range' to 'range2'

...

depending on the new uservalue in another program the rangings of the plots are been set...

but for some reason it won't work, and actually i think to do it with the UVALUE's isn't a bad idea, is it?

PROBLEM2:

when the USERVALUE's have been set,

i'd like to have a message like:"uservalue is now range1"

see the source below how i tried to do that

any suggestions? :-/

Ralf

some snipsnaps of the source:

PRO clus

...

desc1=REPLICATE({flags:0,name:' '},4)

desc1.flags=[1,0,0,2]

desc1.name=['Range','range1','range2','userrange']

...

but(8) =

CW_PDMENU(pan1,desc1,UVALUE='range',/RETURN_INDEX,Font=butfont)

...

PRO clus_event

...

WIDGET_CONTROL,eve.id,GET_UVALUE=uval

;

```

CASE uval OF
"range" : BEGIN
    CASE eve.value OF
        1 : SET_UVALUE='range1' , PRINT, 'uservalue is now range1'
        2 : SET_UVALUE='range2'
        3 : SET_UVALUE='userrange'
    ENDCASE
...
-----
PRO plot
...
IF (UVALUE EQ 'range1') THEN BEGIN
;B_x
index=0
yranmax=[1024.,512.,256.,128.,64.,32.,16.,8.,4.,2.,1.]
IF maxmag0 GT 2048. THEN yrange = [0.,2048.] ELSE BEGIN
    WHILE (yranmax(index) GE maxmag0) AND (index LT 10) DO BEGIN
        print,'yranmax',yranmax(index),maxmag0
        yrange0=[0.,yranmax(index)]
        index=index+1
    ENDWHILE
ENDELSE
...
ENDIF

```

Subject: Re: widgets and values
 Posted by [Pavel A. Romashkin](#) on Mon, 30 Jul 2001 21:14:55 GMT
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Ralf Schaa wrote:

```

> PRO clus_event
> ...
> WIDGET_CONTROL,eve.id,GET_UVALUE=uval
> ;
> CASE uval OF
> "range" : BEGIN
>     CASE eve.value OF
>         1 : SET_UVALUE='range1' , PRINT, 'uservalue is now range1'
>         2 : SET_UVALUE='range2'
>         3 : SET_UVALUE='userrange'
>     ENDCASE
> ...
> -----

```

Syntax is wrong. Need to use

```
Widget_control, eve.id, SET_UVALUE='range1'  
print, 'uservalue is now range1'
```

Using user value is not a good idea in this case because then your buttons are no longer invoking the same actions, once their uvalues change. Use a field in the State structure of your widget tree to keep information of this sort.

If placing more than one command on a line, use & between them.

BTW, have you ever considered getting a book on IDL? I can recommend

David Fanning's one, see

<http://www.dfanning.com/documents/books.html>

Or at least browse David's web site.

Good luck,

Pavel
