Subject: textbox value on destroy?
Posted by Gert Van de Wouwer on Thu, 03 Jan 2002 10:51:32 GMT
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Hi,

I need to store the value of a textbox in a file. The problem is how to do this when the user 1) modifies the textbox and then 2) closes the application. It seems that the textbox's 'value' is already gone when a kill_notify event is generated. Any ideas how to handle this?

Gert

Subject: Re: textbox value on destroy?
Posted by Ben Tupper on Fri, 04 Jan 2002 02:37:15 GMT
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Hi,

I have suspicion that I am making your problem out to be too simple, so this mightt not work for you... but what the heck.

You can always retrieve that value of a text widget (text box?) if you have the Widget identifier.

Widget_Control, TextID, Get_Value = TheText

Ben

Gert Van de Wouwer wrote:

- > Hi,
- > ''
- > I need to store the value of a textbox in a file. The problem is how to do
- > this when the user 1) modifies the textbox and then 2) closes the
- > application. It seems that the textbox's 'value' is already gone when a
- > kill_notify event is generated. Any ideas how to handle this?
- > Gert

Ben Tupper 248 Lower Round Pond Road POB 106 Bristol, ME 04539 Tel: (207) 563-1048

Email: PemaquidRiver@tidewater.net

Subject: Re: textbox value on destroy? Posted by Gert Van de Wouwer on Fri, 04 Jan 2002 15:38:49 GMT View Forum Message <> Reply to Message

```
"Ben Tupper" <pemaguidriver@tidewater.net> wrote in message
news:3C35155B.F28DFDAE@tidewater.net...
> Hi.
>
> I have suspicion that I am making your problem out to be too simple, so
this
> mightt not work for you... but what the heck.
> You can always retrieve that value of a text widget (text box?) if you
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>
  Widget Control, TextID, Get Value = TheText
>
> Ben
>
```

yep, thats the obvious thing. Unfortunately, I cannot figure out WHEN to do this in the case that the user closes the apllication.

Subject: Re: textbox value on destroy? Posted by btt on Fri. 04 Jan 2002 16:32:44 GMT

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Gert Van de Wouwer wrote:

- > yep, thats the obvious thing. Unfortunately, I cannot figure out WHEN to do
- > this in the case that the user closes the apllication.

You can always make the value of the text box a returned keyword value. You will need to set up an event handler that will store the value of the text field somewhere in the top level base's uValue as a pointer. Anytime the user modifies the text object, the event handler will store its value in the TLB's uvalue. After the widget portion of the application is destroyed, the pointer

reference still exists and the value it points to can be retrieved.

I'm a bit rusty with this stuff and you will probably find a much better example on David's webpage.

Later....

I just looked at http://www.dfanning.com/programs/textbox.pro and this is indeed a much better example.

Ben

--

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Subject: Re: textbox value on destroy?
Posted by Pavel A. Romashkin on Fri, 04 Jan 2002 16:39:33 GMT
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Gert Van de Wouwer wrote:

>

- > yep, thats the obvious thing. Unfortunately, I cannot figure out WHEN to do
- > this in the case that the user closes the apllication.

I can't believe nobody answered you. I am sorry. May the following example be of any help?

```
; *** Begin code ****
pro test_event, ev
widget_control, widget_info(ev.top,/child), get_value=text
print, text
if tag_names(ev, /structure_name) eq $
"WIDGET_KILL_REQUEST" then $
widget_control, ev.top, /destroy
end

pro test
base = widget_base(/tlb_kill_request)
text = widget_text(base, /editable)
widget_control, base, /realize
xmanager, 'test', base, /no_block
end
;*** End code ***
```

You can see that the value entered into the textbox is printed any time an event occurs (like, when you press "Enter"), and also when you kill the widget by clicking on the system-specific window kill control.

Pavel