
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 might 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
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Subject: Re: textbox value on destroy?
Posted by [Gert Van de Wouwer](#) on Fri, 04 Jan 2002 15:38:49 GMT
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"Ben Tupper" <pemaquidriver@tidewater.net> wrote in message
news:3C35155B.F28DFDAE@tidewater.net...

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>
>
> Ben
>

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

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 application.

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.

```
PRO MyApp, TheText = TheText
```

```
If n_elements(TheText) EQ 0 Then TheText = "  
TxtPtr = Ptr_new(TheText)
```

```
tlb = widget_base(.....)  
    build gui here
```

```
Info = {TxtPtr:TxtPtr, other things here too}
```

```
Widget_Control, tlb, set_Uvalue = info, /no_copy
```

```
XMANAGER, .....
```

```
TheText = *TxtPtr      ;<----- get the value from the pointer  
Ptr_Free, TxtPtr      ;<---- free the pointer
```

```
Return  
END
```

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 application.

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
