
Subject: Re: Getting uname

Posted by [David Fanning](#) on Thu, 27 Dec 2001 19:18:09 GMT

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Lisa Gandy (redimg98@hotmail.com) writes:

>
> I have a gui in IDL and I understand how to set uvalues of widgets and
> then get the uvalue when an event is triggered. However I am not
> familiar with how to get the uname when an event is triggered. For
> example usually i would use this command to get the uvalue....
>
> widget_control,event.id,get_uvalue = uval
>
> What is the command to get a uname?

If you are using UNAMES, you have to know what name you are looking for. For example, suppose you had assigned a slider the uname "RED_SLIDER". Then you would find the ID of the slider in an event handler like this:

```
sliderID = Widget_Info(event.top, Find_By_UName='RED_SLIDER')
```

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Getting uname

Posted by [Xiangyun Qiu](#) on Sat, 29 Dec 2001 22:13:11 GMT

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Lisa Gandy wrote:

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>
> What is the command to get a uname?
>

> - Lisa Gandy

Maybe, `uname = Widget_Info(Event.id, /UNAME)` is what you meant.

Xiangyun

File Attachments

1) [qiuxiang.vcf](#), downloaded 118 times
