
Subject: Re: Getting checkbox value

Posted by [Paul van Delst](#) on Tue, 08 Jan 2002 18:34:26 GMT

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Lisa Gandy wrote:

>

> I am trying to get the value of a checkbox...meaning I would like to
> know if the checkbox is selected at a certain time. I have looked
> through the references under widget_control and widget_info but
> neither of these keywords seem to return if a checkbox button has been
> selected or not. Did I overlook something?

I usually do this by setting a "selected" field in my widget info structure when the checkbox/radio button is set/unset. Then if I want to know the value at some arbitrary time (not relying on an event, say) I just check the corresponding value of the info structure. If you have a whole bunch of (nonexclusive) buttons any of which may or may not be set at any time, use an array to store the "select" status of each one (e.g. 0=unset, 1=set or whatever). Then it's easy to find which buttons are set (or not) using a WHERE on the select status array, the index result of which you can then apply to the button id array (which I also save in the info structure) if you, say, wanted to clear or set all the checkboxes/buttons.

Simple minded, but it works pretty well.

paulv

--

Paul van Delst Religious and cultural
CIMSS @ NOAA/NCEP purity is a fundamentalist
Ph: (301)763-8000 x7274 fantasy
Fax:(301)763-8545 V.S.Naipaul

Subject: Re: Getting checkbox value

Posted by [Pavel A. Romashkin](#) on Tue, 08 Jan 2002 21:02:35 GMT

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I had a case when I kept on adding checkboxes a few times while developing a program. I didn't want to go and change the State structure all the time, so I wrote a small program called CHECKBOX. You can find it here:

<http://spot.colorado.edu/~romashki/idl/checkbox.pro>

All you need is to set up a long integer somewhere (be it State structure or Uvalue of one of the widgets already referred to in State structure, for easy retrieving). Then, in the event code for the checkbox, you call the CHECKBOX with event.select as ACTION keyword argument. CHECKBOX program then will set an appropriate bit of the Long you created, and the state of that bit is the same as the state of that checkbox. Later, you can call

status = checkbox(Long_var, bit_number, /get)
and get status of checkbox.
Think of the space savings - you can store state of some 64 checkboxes
in just 8 bytes!
Pavel

Lisa Gandy wrote:

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> selected or not. Did I overlook something?
>
> Cheers,
> Lisa Gandy

Subject: Re: Getting checkbox value
Posted by [R.Bauer](#) on Wed, 09 Jan 2002 08:13:52 GMT
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Lisa Gandy wrote:

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> selected or not. Did I overlook something?
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> Cheers,
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I have written a compound widget cw_buttons to manage this and some
other
button functions.

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/dbase/download/cw_buttons.tar.gz

Here is a small example

```
PRO xtest_event,ev
  WIDGET_CONTROL,ev.id, get_uval=cmd
  CASE cmd OF
    'TEST': BEGIN
      WIDGET_CONTROL,ev.id,get_value=v
      HELP,v,/str
```

```
idx=WHERE(v.set EQ 1,count)
IF count GT 0 THEN PRINT,v.value[idx]
END
```

```
'DONE': WIDGET_CONTROL,ev.top,/destroy
ELSE :
ENDCASE
```

```
END
```

```
PRO xtest
a=WIDGET_BASE(row=2)
value={value:['LOG','ALOG','SIN'],set:[0,0,1]}
b=cw_buttons(a,value=value,uvalue='TEST',col=2, $
/exclusive,frame=2,xoffset=20,yoffset=0,button_frame=1)
b=WIDGET_BUTTON(a,value='DONE',uvalue='DONE')
```

```
WIDGET_CONTROL,/realize,a
XMANAGER,'xtest',a
END
```

regards

Reimar

--
Reimar Bauer

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Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg-i/>

=====

a IDL library at Forschungszentrum Juelich
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

=====

read something about linux / windows
<http://www.suse.de/de/news/hotnews/MS.html>

Subject: Re: Getting checkbox value

Posted by [Pavel A. Romashkin](#) on Wed, 09 Jan 2002 16:18:00 GMT

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Oh boy.

I think explicit placement of sarcasm and irony signs is the must do on a comp.lang group :(

Repeating:

*Think of the space savings - you can store state of some 64 checkboxes ;-)

*

Besides, code does not take up any room. To me, my method was convenient - one-line setting and getting of any checkbox state, anywhere in the code :)

Pavel

"Marc Schellens" <m_schellens@hotmail.com> wrote in message
news:3C3C9A61.B4CE046B@hotmail.com...

> "Pavel A. Romashkin" wrote:

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>> in just 8 bytes!

>> Pavel

>

> Actually I doubt that this is a good idea.

> Especialily in IDL.

> If you have megabytes of data, ok, but just for

> checkboxes, the code you add to the running

> program is *much* larger that the few bytes you saved.

> (Unless you have thousands of checkboxes).

Subject: Re: Getting checkbox value

Posted by [marc schellens\[1\]](#) on Wed, 09 Jan 2002 19:30:41 GMT

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"Pavel A. Romashkin" wrote:

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Especially in IDL.

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To Lisa:

if you create your checkbox with
id=cw_bgroup(tlb,['b1','b2'...],/NONEXCLUSIVE)
you can get the status of the buttons anytime with
widget_control(id,GET_VALUE=arr
where arr is an intarr set to 1 for every selected button, 0 for nonselected.

cheers,
marc

Subject: sorry

Posted by [marc schellens\[1\]](#) on Thu, 10 Jan 2002 20:52:02 GMT

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- > Oh boy.
- > I think explicit placement of sarcasm and irony signs is the must do on a
- > comp.lang group :(
- > Repeating:
- > *Think of the space savings - you can store state of some 64 checkboxes ;-)
- > *
- > Besides, code does not take up any room. To me, my method was convenient -
- > one-line setting and getting of any checkbox state, anywhere in the code :)

Oh, got me.

First I thought you were sarcastic. But when I looked then at your actual program (with all the comment) I thought: Well nobody would spend so much effort just for sake of sarcasm - well, was wrong.

But since when does code not occupy space (=computer memory)???

ashamed,
:-) marc
