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Subject: Re: updating a different widget from the event handler  
Posted by [David Fanning](#) on Tue, 26 Mar 2002 14:39:45 GMT  
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David Higgins (dmh@medphysics.leeds.ac.uk) writes:

> I have set up my first ever GUI and it runs ok. I have a "Browse"  
> button and a text widget for a file path. I would like to have the  
> file path appear in the text widget after clicking on Browse and  
> choosing a file. Getting the path is easy (I named it "newpath"), but  
> how to update the text widget (which is called "source") is beyond me.  
>  
> I tried  
> widget\_control, source, set\_value=newpath  
> but the event handler has never heard of "source"...it thinks it's an  
> undefined variable. Is there an easy solution?

Ah, well. This is the trick in widget programs, isn't it?  
You need to get information which you have over there, over  
here where you need it.

The answer is a common block.

No, just kidding. :-)

Typically, we put all the information we need to run our  
program in a structure (usually called the "info" structure).  
We store that in the user value of the top-level base, since  
it is easy to find there (event.top always points to the  
top-level base).

```
info = {source:source, otherthings:otherthings}  
Widget_Control, tlb, Set_UValue=info, /No_Copy
```

You can get the info structure and use it like this:

```
Widget_Control, event.top, Get_UValue=info, /No_Copy  
Widget_Control, info.source, Set_Value=newpath  
Widget_Control, event.top, Set_UValue=info, /No_Copy
```

You can find examples of this in almost any well-written widget  
program you find on the Internet.

Cheers,

David

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Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: updating a different widget from the event handler  
Posted by [Robert Stockwell](#) on Tue, 26 Mar 2002 17:16:49 GMT  
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David Fanning wrote:

```
> David Higgins (dmh@medphysics.leeds.ac.uk) writes:
>
>
>> I have set up my first ever GUI and it runs ok. I have a "Browse"
>> button and a text widget for a file path. I would like to have the
>> file path appear in the text widget after clicking on Browse and
>> choosing a file. Getting the path is easy (I named it "newpath"), but
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>> undefined variable. Is there an easy solution?
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>
> Ah, well. This is the trick in widget programs, isn't it?
> You need to get information which you have over there, over
> here where you need it.
>
> The answer is a common block.
```

lol, thanks for making me choke on my coffee!

-bob

```
> No, just kidding. :-)
```

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Subject: Re: updating a different widget from the event handler  
Posted by [James Kuyper](#) on Tue, 26 Mar 2002 17:49:33 GMT  
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David Higgins wrote:

- > I have set up my first ever GUI and it runs ok. I have a "Browse"
- > button and a text widget for a file path. I would like to have the
- > file path appear in the text widget after clicking on Browse and
- > choosing a file. Getting the path is easy (I named it "newpath"), but
- > how to update the text widget (which is called "source") is beyond me.
- >
- > I tried
- > widget\_control, source, set\_value=newpath
- > but the event handler has never heard of "source"...it thinks it's an
- > undefined variable.

It's probably correct. "source" is not the name of the widget, it's the name of a variable in which you stored the widget ID number. The only variables that an event handler knows about are the ones that are given a value in that event handler itself, or that are stored in a common block that the event handler uses. Many programs use common blocks for this purpose, but there are nasty problems with that approach. Storing the widget ID of the text widget inside the button widget, as David describes, is a better way to do this.

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Subject: Re: updating a different widget from the event handler  
Posted by [dmh](#) on Wed, 27 Mar 2002 11:32:31 GMT  
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Thanks everyone. Defining the structure properly and calling it properly worked.

Dave Higgins

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