
Subject: WIDGET_TEXT - HOW TO NOT CHANGE VALUE OF TEXT WHILE EDITING FIELD?

Posted by [tbeetz](#) on Fri, 02 May 2003 16:13:18 GMT

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i have a gui which has a few fields for changing motor positions as a widget_text which was made /editable. i also run a timer which looks up the motor positions every few seconds and updates the position in that field.

sometimes it happens that i want to change one value and when i enter the new value, the timer event kicks in and updates the field with the current motor position and i have to start over again and press enter before it updates again.

is there a way of telling idl not to change the value while the field is edited?

thanks!

TOBI

Subject: Re: WIDGET_TEXT - HOW TO NOT CHANGE VALUE OF TEXT WHILE EDITING FIELD?

Posted by [btt](#) on Mon, 05 May 2003 19:41:02 GMT

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Tobi wrote:

> Ben, thanks for the suggestion, but i tried that before and didn't
> have luck with that... in my case, say the position is at 0.0 and i
> want to enter 3000, the program will start executing as soon as i type
> in 3 (it will not wait for me to also enter the other 000 since
> /all_events executes every entry). if i leave /all_events out and
> only set /editable, i can enter 3000 and hit <enter> to confirm. but
> in that case i have the problem which i described before, that another
> part of my program (whihc is an automated sequence, that updates the
> field) edits the field and sets it back to the value that it was at
> before ... removing the timer event is not desirable, since we have a
> lot of fields, that we want to have updated every few seconds ...
>

Hi,

Oh, I see now. I don't think you can eat your cake and have it, too.
The two tasks (getting input and indicating status) are at cross-purposes because of your background task. Each should have its own widget on the GUI. Even in a language like LabView - which is made for

this very interfacing purpose - all of the widgets are either 'controls' or 'indicators' but not both when used in this kind of a loop.

If you are trying to use just one field because you are tight on GUI space, you might change the 'current position' widget to a widget_label which takes up less space (at least it does on Mac OS9 and Windows).

I struggle with this kind of problem a lot - I usually wind up with a button (ala 'Apply' or 'Make It So') that triggers all of the 'stuff' after the user gets things set up as desired. It's not slick - but most users are familiar with the pattern. Programmatically, it means you don't have to poll all of your widgets in a continuous loop.

Cheers,
Ben

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>
> Ben Tupper <btupper@bigelow.org> wrote in message
news:<3EB29D03.4030205@bigelow.org>...
>
>> Tobi wrote:
>>
>>> i have a gui which has a few fields for changing motor positions as a
>>> widget_text which was made /editable. i also run a timer which looks
>>> up the motor positions every few seconds and updates the position in
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>>> before it updates again.
>>>
>>> is there a way of telling idl not to change the value while the field
>>> is edited?
>>>
>>> thanks!
>>>
>>> TOBI
>>
>> Hello,
>>
>> Take a peek at the /ALL_EVENTS and /EDITABLE keywords to the
>> WIDGET_TEXT() function. I think you want to set each of these - but you
>> have to communicate to the end user that a <return> or <enter> keystroke
>> is required. If this is the only field you are interested in polling
>> with the timer events, then you can actually remove the timer event (a
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>> good thing to remove) Instead, use the event generated when the user
>> hits the enter key after editing your text widget.
>>
>> ben
>

Subject: Re: WIDGET_TEXT - HOW TO NOT CHANGE VALUE OF TEXT WHILE EDITING FIELD?

Posted by [condor](#) on Tue, 06 May 2003 00:31:10 GMT

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tbeetz@yahoo.com (Tobi) wrote in message

news:<7f0cc27.0305020813.264732ab@posting.google.com>...

> i have a gui which has a few fields for changing motor positions as a
> widget_text which was made /editable. i also run a timer which looks
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> that field.

>

> sometimes it happens that i want to change one value and when i enter
> the new value, the timer event kicks in and updates the field with the
> current motor position and i have to start over again and press enter
> before it updates again.

How about saving the value of the widget somewhere and then get_value
right before you update it to check if it is still the same as before?

And skipping the update when something has changed (presumably because
the user edited something)?
