
Subject: widget text

Posted by [Nuno Oliveira](#) on Tue, 20 Jan 2004 16:12:30 GMT

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Hi.

I'm working with text widget with keyword editable and I would like that the user would not be able to insert more than three characters. Keyword xsize only controls the size, not the length of the contents.

The only that occurs to me is seeking for all widget text events, and if the string has per example four characters then it extracts a sub string with the first three characters.

The question if there's a parameter or any other way to do this easier.

Cheers,

Nuno.

Subject: Re: Widget text

Posted by [Antonio Santiago](#) on Fri, 18 Mar 2005 08:02:10 GMT

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CSUIDL PROGRAMMER wrote:

> HI i am learning Widget IDL programming
> I want to know, how to process text fro Widget _text such that when
> user enters text and presses submit button action is taken. How to pass
> text to button event handler
>

The best thing you can do is saw a simple example IDL code or a library utility.

When your widget is relatively simple, normaly assigns an structure with all needed information to the UVALUE of the main widget_base.

```
info = { text: your_widget_text, button: your_widget_button}  
WIDGET_CONTROL, base, SET_UVALUE=info
```

Also you need to "call" your widget_text and widget_button assing an string into their UVALU:

```
WIDGET_CONMTRL, you_text, SE_UVALUE='TEXT'
```

```
WIDGET_CONTROL, your_button, SET_UVALUY='BUTTON'
```

Also, you register an event_handler to handle all the events on the main widget_base. Get the event.id, get its UVALUE (and get the UVALUE from event.top, that is the main widget):

```
PRO event_handler, event
```

```
    WIDGET_CONTROL, event.id, GET_UVALUE=uval
```

```
    WIDGET_CONTROL, event.top, GET_UVALUE=info
```

```
    CASE uval OF
```

```
        'TEXT': print, 'event on widget_text'
```

```
        'BUTTON': BEGIN
```

```
            print, ' event on button'
```

```
            WIDGET_CONTROL, info.text, GET_VALUE=string
```

```
            print, 'your text is' + string
```

```
        END
```

```
END
```

More or less these are the steps.

Another method is to asign to button's UVALUE the widget_text. Creates the button with EVENT_PROC:

```
button = WIDGET_BUTTON(VALUE='ok', UVALUE=your_widget_text,  
EVENT_PROC=my_proc)
```

```
PRO my_proc, event
```

```
    WIDGET_CONTROL, event.id, GET_UVALUE=text
```

```
    WIDGET_CONTROL, text, GET_VALUE=string
```

```
    print, string
```

```
END
```

Bye,
Antonio.

Subject: Re: Widget text

Posted by [David Fanning](#) on Fri, 18 Mar 2005 15:25:47 GMT

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It's not clear to me what you are asking for here. Perhaps you are interested in a pop-up dialog widget, in which you collect information from the user and return it to your program. If so, you might want to have a look at this article:

http://www.dfanning.com/widget_tips/popup.html

Cheers,

David
