
Subject: Re: WIDGET_COMBOBOX

Posted by [David Fanning](#) on Fri, 07 May 2004 02:23:30 GMT

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PJL writes:

- > Does anyone know a way that the text portion of the WIDGET_COMBOBOX
- > can be manually updated? The IDL help does not document as such, all
- > there seems to be is COMBOX_ADDITEM which adds the item to the list.
- > But surely there must be some way to edit just the text box from
- > within the program since the user can manually type something in if
- > the EDITABLE keyword is set.

I'm not sure it is always straightforward to know what to do with the value of the combobox. If you are trying to set the value to a value in the list, it is easy. But if you are trying to set the value to something *not* on the list, what do you do?

Here is one way to solve the problem:

```
.*****
,
PRO test_event, event

box = Widget_Info(event.top, /Child)
Widget_Control, box, get_value=values

name = Tag_Names(event, /Structure_Name)
IF name NE 'WIDGET_BUTTON' THEN RETURN

Widget_Control, event.id, Get_Value=buttonValue
CASE buttonValue OF

'Set It to Moe': BEGIN
    index = Where(values EQ 'Moe')
    IF index GT 0 THEN Widget_Control, box, Set_ComboBox_Select=index
END

'Set It to Fred': BEGIN

; Is the current value Fred?
name = Widget_Info(box, ComboBox_GetText=1)
index = Where(StrUpCase(values) EQ StrUpCase(name), count)
IF count GT 0 THEN BEGIN
    I = Where(StrUpCase(values) EQ 'FRED', count)
    IF count GT 0 THEN BEGIN
        Widget_Control, box, Set_ComboBox_Select=I
    ENDIF ELSE BEGIN
```

```

        values[index] = 'Fred'
        Widget_Control, box, Set_Value=values
        Widget_Control, box, Set_ComboBox_Select=index
    ENDELSE
ENDIF ELSE BEGIN
    values = [values, 'Fred']
    Widget_Control, box, Set_Value=values
    Widget_Control, box, Set_ComboBox_Select=N_Elements(values)-1
ENDELSE

END

```

ENDCASE

END

PRO Test

```

tlb = Widget_Base(Column=1)
box_values = ['Larry', 'Moe', 'Curley']
box = Widget_Combobox(tlb, value=box_values, /Editable)
button = Widget_Button(tlb, Value='Set It to Moe')
button = Widget_Button(tlb, Value='Set It to Fred')
Widget_Control, tlb, /Realize, Set_UValue=box_values
XManager, 'test', tlb, /No_Block

```

END

```

.*****
,

```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

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

Subject: Re: WIDGET_COMBOBOX

Posted by [portshome](#) on Fri, 07 May 2004 13:17:25 GMT

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That actually does not solve my problem. I don't want to add any items to the combobox list, or modify any items in the combobox list. I just want to be able to set the text in the editable portion of the combobox. Is this even possible??

PJ

Subject: Re: WIDGET_COMBOBOX

Posted by [David Fanning](#) on Fri, 07 May 2004 13:28:34 GMT

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PJL writes:

> That actually does not solve my problem. I don't want to add any items
> to the combobox list, or modify any items in the combobox list. I just
> want to be able to set the text in the editable portion of the
> combobox. Is this even possible??

No, that's what the *user* is suppose to do. :-)

If *you* want to do it, you include it in the list.
Otherwise, what is the point?

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: WIDGET_COMBOBOX

Posted by [David Fanning](#) on Fri, 07 May 2004 13:36:33 GMT

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David Fanning writes:

> If *you* want to do it, you include it in the list.
> Otherwise, what is the point?

Let me put this another way.

The point of a combobox is to allow the user to
make a choice that the programmer didn't anticipate.
If the programmer *had* anticipated it, he would have
included it on the list of possible choices.

If you, as the programmer, want to make an unanticipated
choice for the user, then you are following the principles

of Thinking For You, which we have already decided earlier this week is NOT the IDL way. Hence, IDL makes it impossible to make this program design error. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: WIDGET_COMBOBOX

Posted by [portshome](#) on Fri, 07 May 2004 20:29:56 GMT

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Here is what I am trying to do. I have an image display GUI that allows the user to change the zoom factor of the image in several different ways.

1. Type a zoom factor in manually (currently done using just an editable CW_FIELD)
2. Choose from a list of predefined zoom factors (if I could just the WIDGET_COMBOBOX to do what I wanted it to do, I would use it)
3. Increment/Decrement the zoom factor (using + and - buttons)
4. Drag and select an area in the draw window and zoom in on that area.

Number 4 creates the need to be able to manually update the text portion of the WIDGET_COMBOBOX. Since dragging and selecting an area will create a new zoom factor, I want to display this number for the user's information. However, I do not want to add it to my list of predefined zoom factors, especially since if they do this several times the list could become long and unwieldly.

So I suppose I am just asking for too much. Which is fine, I just thought there might be a way.

PJ
