## Subject: WIDGET ID FINDING FUNCTION

Posted by algosat on Fri, 24 Sep 2004 01:42:28 GMT

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Im not sure if I am allowed to actually post code here but anyhoo.

The following code is a function for finding widget ids of realized widgets. Very handy as you dont have to carry around a pointer or what-not to all of your pop-up windows you get it on demand.

Cheers Andrew

```
FUNCTION FIND_WID, UNAME, NOMSG=NOMSG
; NAME:
; FIND_WID
PURPOSE:
  To find the widget ID of the widget with uname, where uname is a
strina
; passed in by the user.
: CATEGORY:
: Widget Utility
: CALLING SEQUENCE:
RESULT=FIND_WID(UNAME)
 KEYWORDS:
NOMSG: Use this keyword to to suppress dialog messge pop-ups
INPUTS:
UNAME: A string with the user name of the widget whose ID is sought.
: OUTPUTS:
; The widget ID, if found, of the widget with the user name uname.
: If no widget ID is found a zero is returned to the user.
RESTRICTIONS:
The widget must be realized, and managed by xmanager
: EXAMPLE:
;1) you have 2 popups open and you want to use the set
routine on 1 based on the state in the other, and you are
 in your TLB event handler.
; test_id=find_wid('state_widg')
if test id ne 0 then popup set, test id, state
;2) you are using a CW that is a second popup from the main
: TLB, and you have told xmanager that the main TLB
event handler is to be used. So unless you have passed the
: state information, or a pointer to it, from the tlb->CW->TLB event
handler
; you will have lost the tlb id(well I always did), and hence access
; to the state info. So now you just do the following
```

```
; test_id=find_wid('main_tlb_uname_or_state_widget_uname')
; if test_id ne 0 then
widget_control,(test_id,/child),get_uvalue=state
 The above assumes you are using the first child widget uvalue
to store the state info.
 MODIFICATION HISTORY:
Written by: Andrew P. Rodger, September 24 2004
test_ids=widget_info(/managed)
;if only one result make sure its not zero
if (n_elements(test_ids) eq 1) then begin
  if (test_ids eq 0) then begin
    IF NOT KEYWORD_SET(NOMSG) THEN mess=dialog_message('No IDL
managed Widgets are running!',/error)
    ret=0L
  endif else begin
    id=widget_info(test_ids,find_by_uname=uname)
    if id eq 0 then begin
       IF NOT KEYWORD_SET(NOMSG) THEN mess=dialog_message('No
widgets with the uname '+uname+' could be found',/error)
       ret=0L
    endif else begin
       ret=long(id)
    endelse
  endelse
endif else begin
;see what windows are opened
ids=lonarr(n_elements(test_ids))
for i=0,n elements(test ids)-1 do begin
    ids[i]=widget_info(test_ids[i],find_by_uname=uname)
 endfor
    nz=where(ids ne 0,count)
    if (count gt 0) then begin
       ret=long(ids[nz[0]]); this assumes that only one value is
going to be found
                   ;who knows maby there are more: put in
warning
    endif else begin
       IF NOT KEYWORD_SET(NOMSG) THEN mess=dialog_message('No
widgets with the uname '+uname+' could be found',/error)
       ret=0L
    endelse
  endelse
return,ret
end
```

# Subject: Re: WIDGET ID FINDING FUNCTION Posted by R.Bauer on Sun, 03 Oct 2004 07:28:01 GMT

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### Andrew Rodger wrote:

> Im not sure if I am allowed to actually post code here but anyhoo.

>

- > The following code is a function for finding widget ids of realized
- > widgets. Very handy as you dont have to carry around a pointer or
- > what-not to all of your pop-up windows you get it on demand.

>

- > Cheers
- > Andrew

#### Dear Andrew

you could post code here if it's not a whole library. You could put it on your website or on the RSI site and post a link.

The PURPOSE of this function is quite the same as you used for yours. id=WIDGET\_INFO(event.top,FIND\_BY\_UNAME='TEXT') you should give here more details, what's the differences are.

from the online help:

WIDGET\_INFO:

FIND\_BY\_UNAME This keyword applies to all widgets. Set this keyword to a UNAME value that will be searched for in the widget hierarchy, and if a widget with the given UNAME is in the hierarchy, its ID is returned. The search starts in the hierarchy with the given widget ID and travels down, and this keyword returns the widget ID of the first widget that has the specified UNAME value. If a widget is not found, 0 is returned.

#### cheers

#### Reimar

>

- > FUNCTION FIND WID, UNAME, NOMSG=NOMSG
- > ; NAME:
- >; FIND WID
- > : PURPOSE:
- > ; To find the widget ID of the widget with uname, where uname is a
- > string
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- > ; CATEGORY:

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Widget Utility
> : CALLING SEQUENCE:
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 ; INPUTS:
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  ; OUTPUTS:
     The widget ID, if found, of the widget with the user name uname.
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> ; RESTRICTIONS:
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> : EXAMPLE:
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     test_id=find_wid('state_widg')
     if test id ne 0 then popup set, test id, state
> ;2) you are using a CW that is a second popup from the main
     TLB, and you have told xmanager that the main TLB
      event handler is to be used. So unless you have passed the
     state information, or a pointer to it, from the tlb->CW->TLB event
>
> handler
     you will have lost the tlb id(well I always did), and hence access
> :
     to the state info. So now you just do the following
     test id=find wid('main tlb uname or state widget uname')
> :
     if test id ne 0 then
 widget control,(test id,/child),get uvalue=state
>
     The above assumes you are using the first child widget uvalue
>
     to store the state info.
>
 : MODIFICATION HISTORY:
                  Andrew P. Rodger, September 24 2004
     Written by:
> test ids=widget info(/managed)
> ;if only one result make sure its not zero
> if (n elements(test ids) eq 1) then begin
    if (test ids eq 0) then begin
>
       IF NOT KEYWORD_SET(NOMSG) THEN mess=dialog_message('No IDL
> managed Widgets are running!',/error)
       ret=0L
>
    endif else begin
>
       id=widget_info(test_ids,find_by_uname=uname)
>
       if id eq 0 then begin
>
         IF NOT KEYWORD SET(NOMSG) THEN mess=dialog message('No
```

```
widgets with the uname '+uname+' could be found',/error)
         ret=0L
>
       endif else begin
>
         ret=long(id)
       endelse
>
    endelse
>
> endif else begin
> ;see what windows are opened
> ids=lonarr(n elements(test ids))
> for i=0,n elements(test ids)-1 do begin
      ids[i]=widget_info(test_ids[i],find_by_uname=uname)
>
    endfor
>
       nz=where(ids ne 0,count)
>
       if (count gt 0) then begin
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         ret=long(ids[nz[0]]); this assumes that only one value is
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                      ;who knows maby there are more: put in
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 warning
       endif else begin
>
         IF NOT KEYWORD_SET(NOMSG) THEN mess=dialog_message('No
  widgets with the uname '+uname+' could be found',/error)
         ret=0L
>
       endelse
>
    endelse
> return,ret
 end
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
```

Subject: Re: WIDGET ID FINDING FUNCTION
Posted by algosat on Mon, 04 Oct 2004 04:23:22 GMT
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```
    The PURPOSE of this function is quite the same as you used for yours.
    id=WIDGET_INFO(event.top,FIND_BY_UNAME='TEXT')
    you should give here more details, what's the differences are.
```

The main difference between the posted code and the WIDGET\_INFO function is that the user is not required to specify the event.top id only the uname of the widget. I wrote this because I kept losing my

event.top under a set of various circumstances. Also it did not matter where and when you ran the function. You could run it in a pop-up that had no connection to the main TLB and still find and pass information.

It worked, I thought it was cool, but in the end I took D. Fannings advice and took a closer look at pointers. I still think its a handy little tool though.

# Subject: Re: WIDGET ID FINDING FUNCTION Posted by R.Bauer on Mon, 04 Oct 2004 13:17:29 GMT

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### Andrew Rodger wrote:

- >> The PURPOSE of this function is quite the same as you used for yours.
- >> id=WIDGET\_INFO(event.top,FIND\_BY\_UNAME='TEXT')
- >> you should give here more details, what's the differences are.

>>

>

- > The main difference between the posted code and the WIDGET\_INFO
- > function is that the user is not required to specify the event.top id
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- > event.top under a set of various circumstances. Also it did not matter
- > where and when you ran the function. You could run it in a pop-up that
- > had no connection to the main TLB and still find and pass information.

>

- > It worked, I thought it was cool, but in the end I took D. Fannings
- > advice and took a closer look at pointers. I still think its a handy
- > little tool though.

It is cool!

cheers

Reimar