Subject: Re: Deleting objects from widgets
Posted by Tom S. on Mon, 28 Aug 2006 14:37:05 GMT
View Forum Message <> Reply to Message

Try using the SET_VALUE keyword in the WIDGET_CONTROL procedure.

i.e.

new_list = ['item 1', 'item 2', 'item 3']
WIDGET_CONTROL, list_widget, SET_VALUE=new_list

Note that you can't retrieve the list using GET_VALUE, you can only set it.
Thus, you'd have to keep track of the list separately. When a delete
event is received you can delete the item from the separate list, and
then re-set the list widget's value as shown above.

Cheers,
Tom

ChristopherFlorio@gmail.com wrote:
> Currently I have using a widget_list in a GUI. It would be advantageous
> if I could setup the list such that when I press the delete key the
> select list item is removed and an event is triggered. Does anyone know
> if this is at all possible?

Subject: Re: Deleting objects from widgets
Posted by David Fanning on Mon, 28 Aug 2006 15:39:39 GMT
View Forum Message <> Reply to Message

ChristopherFlorio@gmail.com writes:

> Currently I have using a widget_list in a GUI. It would be advantageous
> if I could setup the list such that when I press the delete key the
> select list item is removed and an event is triggered. Does anyone know
> if this is at all possible?

Here is an article that describes one way to add and
delete items from a list widget dynamically:

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

Cheers,

David

--
David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. (Opata Indian saying, meaning "Perhaps thou speakest truth.")