
Subject: Widget Basics: Updating a text_widget after user input

Posted by [r083r7](#) on Thu, 01 Mar 2007 20:16:56 GMT

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I'm just starting to learn the basics of widgets in IDL after purchasing David's superb book.

What I'm doing at the minute is using a text widget to display information from a file. The file contains a large number of scans and I'm selecting the scan number from a list dropdown box and then want the text_widget to refresh with the new scan number and the graphics window to display the new scan.

At the minute the graphics window partly works, once I select a scan from the dropdown box and then try to trigger another event elsewhere via one of the other buttons the graphics window refreshes but the widget_text doesn't refresh with the new value.

I'm storing all of the values in an anonymous info structure as David recommends and the following is my event handler to handle the scan being selected from the dropdown box:

```
PRO select_scan_spectral_plotter,event
widget_control,event.top,get_uvalue=info, /no_copy

widget_control, event.id, get_value=scan_list

info.control_panel_info.scan_number=scan_list[event.index]

;widget_control,
info.control_panel_info.scan_number,set_value=scan_list[event.index]

print, scan_list[event.index]
widget_control,event.top,set_uvalue=info, /no_copy
END
```

This prints out the new scan number as I'd expect but I'm not sure how to get it to refresh the text_widget.

My main event handler is:

```
PRO spectral_plotter_main_TLB_Events, event

Widget_Control, event.top, Get_UValue=info, /No_Copy
WSet, info.wid
plot_l1b_spectra,info ;procedure to plot spectra
Widget_Control, event.top, Set_UValue=info, /No_Copy
```

END

What this bit does is plots the spectra using the scan number as one of the arguments and this bit partly works but the image isn't displayed until an action somewhere else is attempted.

Any help on this would be great. I'm not sure how well I've explained this so if it's not clear I can try to make it clearer.

Cheers

Rob
