
Subject: Re: Menu Hierarchy

Posted by [David Fanning](#) on Tue, 27 Mar 2007 05:59:49 GMT

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prahladvkumar@gmail.com writes:

```
> I had created a base widget as
>
> wbase = widget_base()
>
> on this i have placed some objects like button and lable
>
> wbutton = widget_button(wbase,uvalue = 'Text',value = 'Text')
> wlable = widget_button(wbase)
>
> now when i click on wbutton ie., on Text button I shud get another
> widget to collect some information from the user and come back to the
> main base.
>
> cbase = widget_base()
> ctext = widget_text(cbase)
>
> based on the text entered in teh text box by the user the lable has to
> get updated.
>
> please let me know the procedure in detail.
```

I think what you want is a pop-up dialog widget.

You can find the procedure in detail here:

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

Your pop-up dialog widget will be called in the event handler for your TEXT button.

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. ("Perhaps thou speakest truth.")

Subject: Re: Menu Hierarchy

Posted by [prahladvkumar](#) on Tue, 27 Mar 2007 08:36:14 GMT

On Mar 27, 10:59 am, David Fanning <n...@dfanning.com> wrote:

> prahladvku...@gmail.com writes:

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> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")- Hide quoted text -

>

> - Show quoted text -

David,

Thank you very much.

My intension is to link the objects of two independent widgets.

Can I have a sample example with some description Please..

DO the needful.

Cheers,
PrahlaD V
