Subject: Re: dialog_pickfile return question..
Posted by David Fanning on Wed, 06 Jun 2007 16:08:58 GMT

View Forum Message <> Reply to Message

ryanselk@gmail.com writes:

> How would I go about getting the path choosen from Dialog Pickfile and
> then having that path appear in a pre-existing widget_text? I have
> attempted using a pointer but I could not get it to work, as the
> widget_text doesn't 'update'.

You have several problems, but here is a quick and dirty job
that at least solves this one:

```
PRO test_event, ev
  widget_control, ev.id, get_value=value
  widget_control, ev.top, get_uvalue=info


    if value eq '...' then begin
   filepicked = DIALOG_PICKFILE (/READ)
   if filepicked eq "" then return
   print, "File picked"
   print, filepicked
   filename = file_basename(filepicked)
   widget_control, info.wt0, set_value=filename
   fp = ptr_new(filepicked)
   END


END


PRO test, value

main = widget_base (title='PRO',  MBAR=bar, /row)
wt0 = WIDGET_TEXT(main, XSIZE=15, /EDITABLE)

findfiles = widget_button (main, value='...')

 widget_control, main, /realize
 info = {wt0:wt0}
 widget_control, main, set_uvalue=info
 xmanager, 'test', main

END
```

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: dialog_pickfile return question..
Posted by jkj on Wed, 06 Jun 2007 16:13:18 GMT

View Forum Message <> Reply to Message

On Jun 6, 10:44 am, ryans...@gmail.com wrote:
> How would I go about getting the path choosen from Dialog Pickfile and
> then having that path appear in a pre-existing widget_text? I have
> attempted using a pointer but I could not get it to work, as the
> widget_text doesn't 'update'.
>
> Here is my code, if anyone could help it would be fantastic!
>
> PRO test_event, ev
>   widget_control, ev.id, get_value=value
>   widget_control, ev.top, get_uvalue=info
>
>   if value eq '...' then begin
>   filepicked = DIALOG_PICKFILE (/READ)
>   print, "File picked"
>   print, filepicked
>   fp = ptr_new(filepicked)
>   END
>
> END
>
> PRO test, value
>
> main = widget_base (title='PRO', MBAR=bar, /row)
> wt0 = WIDGET_TEXT(main, XSIZE=15, uvalue='Filename', /ALL_EVENTS, /
> EDITABLE)
>
> findfiles = widget_button (main, value='...')
>
> widget_control, main, /realize
> widget_control, main, set_uvalue=info
> xmanager, 'experiment', main
>
> END

>
> Thanks,
> Ryan

Sent the id of widget_text to the handler in the info structure and
then update it from within the event handler:

1. Add wt0 to the info structure:
  info = { $
    id:wt0 $
  }

....
2. use wt0 in the event handler:
  filepicked = DIALOG_PICKFILE (/READ)
  widget_control, info.id, set_value=filepicked

-Kevin

Subject: Re: dialog_pickfile return question..
Posted by ryanselk on Wed, 06 Jun 2007 16:51:56 GMT

On Jun 6, 10:13 am, jkj <k...@vexona.com> wrote:
> On Jun 6, 10:44 am, ryans...@gmail.com wrote:
>
>
>
>> How would I go about getting the path choosen from Dialog Pickfile and
>> then having that path appear in a pre-existing widget_text? I have
>> attempted using a pointer but I could not get it to work, as the
>> widget_text doesn't 'update'.
>
>> Here is my code, if anyone could help it would be fantastic!
>
>> PRO test_event, ev
>>   widget_control, ev.id, get_value=value
>>   widget_control, ev.top, get_uvalue=info
>
>>   if value eq '...' then begin
>>   filepicked = DIALOG_PICKFILE (/READ)
>>   print, "File picked"
>>   print, filepicked
>>   fp = ptr_new(filepicked)
>>   END
>
>> END

```
>
>>  PRO test, value
>
>>  main = widget_base (title='PRO',  MBAR=bar, /row)
>>  wt0 = WIDGET_TEXT(main, XSIZE=15, uvalue='Filename', /ALL_EVENTS, /
>>  EDITABLE)
>
>>  findfiles = widget_button (main, value='...')
>
>>   widget_control, main, /realize
>>   widget_control, main, set_uvalue=info
>>   xmanager, 'experiment', main
>
>>  END
>
>>  Thanks,
>>  Ryan
>
>  Sent the id of widget_text to the handler in the info structure and
>  then update it from within the event handler:
>
>  1. Add wt0 to the info structure:
>   info = { $
>     id:wt0 $
>   }
>
>  ....
>  2. use wt0 in the event handler:
>   filepicked = DIALOG_PICKFILE (/READ)
>   widget_control, info.id, set_value=filepicked
>
>  -Kevin
```

Thank you to the both of you!
I got it working great now.

I know my code there has some problems, that was just a small part of
a bigger program
I used to make showing you guys easier.

Thanks again!

Subject: Re: dialog_pickfile return question..
Posted by pook41 on Sat, 09 Jun 2007 11:17:42 GMT

On Jun 7, 1:51 am, ryans...@gmail.com wrote:
> On Jun 6, 10:13 am, jkj <k...@vexona.com> wrote:
>
>
>
>> On Jun 6, 10:44 am, ryans...@gmail.com wrote:
>
>>> How would I go about getting the path choosen from Dialog Pickfile and
>>> then having that path appear in a pre-existing widget_text? I have
>>> attempted using a pointer but I could not get it to work, as the
>>> widget_text doesn't 'update'.
>
>>> Here is my code, if anyone could help it would be fantastic!
>
>>> PRO test_event, ev
>>>   widget_control, ev.id, get_value=value
>>>   widget_control, ev.top, get_uvalue=info
>
>>>   if value eq '...' then begin
>>>   filepicked = DIALOG_PICKFILE (/READ)
>>>   print, "File picked"
>>>   print, filepicked
>>>   fp = ptr_new(filepicked)
>>>   END
>
>>> END
>
>>> PRO test, value
>
>>> main = widget_base (title='PRO', MBAR=bar, /row)
>>> wt0 = WIDGET_TEXT(main, XSIZE=15, uvalue='Filename', /ALL_EVENTS, /
>>> EDITABLE)
>
>>> findfiles = widget_button (main, value='...')
>
>>> widget_control, main, /realize
>>> widget_control, main, set_uvalue=info
>>> xmanager, 'experiment', main
>
>>> END
>
>>> Thanks,
>>> Ryan
>
>> Sent the id of widget_text to the handler in the info structure and
>> then update it from within the event handler:
>

>> 1. Add wt0 to the info structure:
>>   info = { $
>>   id:wt0 $
>>   }
>
>> ....
>> 2. use wt0 in the event handler:
>>   filepicked = DIALOG_PICKFILE (/READ)
>>   widget_control, info.id, set_value=filepicked
>
>> -Kevin
>
> Thank you to the both of you!
> I got it working great now.
>
> I know my code there has some problems, that was just a small part of
> a bigger program
> I used to make showing you guys easier.
>
> Thanks again!

Dialog_pickfile has the GET_PATH keyword which would seem to be what
you want.

Andrew