
Subject: Re: Widget_text issue
Posted by [David Fanning](#) on Fri, 01 Jun 2007 18:13:45 GMT
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ryanselk@gmail.com writes:

> Thanks for any help! Sorry for the likely easy question, im still new
> to this stuff.

You will probably find this article interesting:

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

At least it will point out the things you are doing wrong. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: Widget_text issue
Posted by [cmancone](#) on Fri, 01 Jun 2007 18:29:25 GMT
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On Jun 1, 2:13 pm, David Fanning <d...@dfanning.com> wrote:

> ryans...@gmail.com writes:

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> David

> --

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I got the following to work, although it is a blocking program:

```
PRO experiment_event,  
ev ;event handler  
  widget_control, ev.id, get_value=value  
  widget_control, ev.top, get_uvalue=info
```

```
  if value eq 'Quit' then begin  
  widget_control, info.wt, get_value=text  
  *info.ptr = text  
  widget_control, ev.top, /destroy  
  endif  
END
```

PRO experiment,value

```
  main = widget_base (title='TEST GUI', /row)  
  cntl = widget_base (main, /column)  
  
  quitbut = widget_button (cntl, value='Quit') ; GO button\  
  wt = WIDGET_TEXT(cntl, XSIZE=15, uvalue='text',/EDITABLE) ;;works.  
  ptr = ptr_new(text)  
  info = {wt:wt, ptr:ptr}  
  widget_control, main, /  
realize ;create the widgets  
  widget_control, main, set_uvalue=info  
  
  xmanager, 'experiment', main ; wait for  
events  
  
  value = *ptr
```

END

```
experiment,res  
; (insert 'test string', then hit quit)  
print,res  
; prints 'test string'
```

Subject: Re: Widget_text issue
Posted by [ryanselk](#) on Mon, 04 Jun 2007 19:06:14 GMT
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Thank you guys!

I have figured it out thanks to the both of you!
