
Subject: widget_table

Posted by [2d](#) on Tue, 17 Jul 2007 21:00:32 GMT

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I want to create a widget_table with default values and then change the values from the widget and then transfer those values back to a calling programme. A possible way of doing this is shown below, where a calling routine calls the routine imager_parameters transfers default settings to the widget. The widget is editable so i can alter the values. However, i dont seem to be able to read these values back to the calling routine. Does anyone have a suggestion as to how i can do this.

many thanks, 2d

```
PRO imager_parameters_quit_event, ev
  COMPILE_OPT hidden
  WIDGET_CONTROL, ev.TOP, /DESTROY
END
PRO imager_parameters, fov, freq, sensitivity
  d0={fov:fov, freq:freq, sensitivity:sensitivity}
  data = [d0]
  labels = ['FOV[Deg]', 'Freq[GHz]', 'Sensitivity[K]']
  maxwidth = 30
  base = WIDGET_BASE(/COLUMN)
  table = WIDGET_TABLE(base, VALUE=data, /EDITABLE, /COLUMN_MAJOR, $
    ROW_LABELS=labels, COLUMN_LABELS=['Imager Value'], $
    COLUMN_WIDTHS=maxwidths, /RESIZEABLE_COLUMNS)
  b_quit = WIDGET_BUTTON(base, VALUE='Quit', $
    EVENT_PRO='imager_parameters_quit_event')
  WIDGET_CONTROL, base, /REALIZE
  XMANAGER, 'imager_parameters', base
END
```
