
Subject: Widget problems

Posted by [murthy_j](#) on Mon, 18 May 1992 14:37:25 GMT

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I am just starting to use widgets and I'm having a lot of trouble with the IDL hanging; I have to use a ctrl-z to stop the process. I suspect that most of the problem was caused by my using a Draw widget and the mouse generating thousands of events in that window. I have now switched over to using a regular window for my graphics and just using widgets for buttons and sliders.

Is this a common problem and is there any reason to use a Draw widget rather than a regular window? Even now ISL hangs occasionally; I think it is usually when I move my mouse over another widget immediately after selecting one.

I am running IDL v2.3.0 under IRIX 4.4.

Jayant Murthy, Dept. of Physics JHU.

Subject: Re: Widget problem

Posted by [patterso](#) on Thu, 06 Jul 1995 07:00:00 GMT

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Jyothi Kirani (jvk) wrote:

: Can any one help ?

:

: I have written a small widget interface in which I have a bunch of text fields.

: I wanted to know whether I can move the cursor to the next text field as soon

: as a return key is hit in the previous text field, without using the mouse.

: If anyone has any ideas as to how to implement this, please let me know.

: Thanks,

: jyothis.

I tried mailing you an answer but jvk as a mailing address doesn't get very far :)

Anyway, here's my stab at it...

Could you put some sort of checking mechanism in the UVALUE associated with each text field. Perhaps a UVALUE.NEXT flag. Check the UVALUE when an event activates the callback, and if it is set, move to the next field. If it is not set, don't move. I guess you would also need a method of storing the widget ID of the next field, but again you could use UVALUE.NEXT_ID. The only tricky bit would be to fill this structure field correctly when you construct the Widgets.

Hope this is some help. Sorry if I have totally misunderstood what you were trying to do :)

Tim

Subject: Re: Widget Problem

Posted by [cavanaugh](#) on Fri, 07 Jul 1995 07:00:00 GMT

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In article <3thd4j\$32l@lace.Colorado.EDU>, Jyothi Kirani <jvk> wrote :

> Can any one help ?

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> Thanks,

> jyothis.

Here's a _very_ simple example of how you can change the input focus from one text widget to another. Although I don't condone using common blocks as state variables, I've done it here to keep things simple.

----- C u t H e r e -----

```
; change_focus.pro    Charles Cavanaugh    July 1995
; simple demonstration of changing focus of text widgets
```

```
pro change_focus_event, event
  common testdata, txt0, txt1, txt2, val0, val1, val2
```

```
; process the event
widget_control, event.id, get_uvalue = uval
case uval of
```

```
; if the return key was hit while txt0 had the input focus, change focus to txt1
  'txt0' : widget_control, txt1, /input_focus
```

```
; if the return key was hit while txt1 had the input focus, change focus to txt2
  'txt1' : widget_control, txt2, /input_focus
```

```
; if the return key was hit while txt1 had the input focus, change focus to txt0
  'txt2' : widget_control, txt0, /input_focus
```

```

; read the text boxes and destroy the widget
'done' : begin
    widget_control, txt0, get_value = tempval
    val0 = tempval(0)
    widget_control, txt1, get_value = tempval
    val1 = tempval(0)
    widget_control, txt2, get_value = tempval
    val2 = tempval(0)
    widget_control, event.top, /destroy
end
else :
endcase
end

pro change_focus
; save ids and values
common testdata, txt0, txt1, txt2, val0, val1, val2

; build the widget
base = widget_base (title = 'Changing Focus Demonstration', /column)
val0 = ""
txt0 = widget_text (base, xsize = 50, value = val0, uvalue = 'txt0', /editable)
val1 = ""
txt1 = widget_text (base, xsize = 50, value = val1, uvalue = 'txt1', /editable)
val2 = ""
txt2 = widget_text (base, xsize = 50, value = val2, uvalue = 'txt2', /editable)
done = widget_button (base, xsize = 50, value = 'Done', uvalue = 'done')

; realize the widget
widget_control, base, /realize

; set the initial input focus to whatever text box you want
widget_control, txt0, /input_focus

; register the widget
; and since common blocks are used to hold the state variables, this widget should be modal
xmanager, 'change_focus', base, group_leader = group, /modal

; print out the values returned from the text boxes
print, 'val0 is ', val0
print, 'val1 is ', val1
print, 'val2 is ', val2
end
--
Charles Cavanaugh      | "Words are very unnecessary, they can only do harm"
cavanaugh@ncar.ucar.edu | - Depeche Mode

```

Subject: Re: Widget problem
Posted by [klm5](#) on Fri, 07 Jul 1995 07:00:00 GMT
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In article <3thd4j\$32l@lace.Colorado.EDU>, Jyothi Kirani <jvk> wrote:
> Can any one help ?
>
> I have written a small widget interface in which I have a bunch of text fields.
> I wanted to know whether I can move the cursor to the next text field as soon
> as a return key is hit in the previous text field, without using the mouse.
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> If anyone has any ideas as to how to implement this, please let me know.
>
> Thanks,
> jyothe.
>

I believe the <tab> key will allow you to advance the cursor to the next field without having to move the mouse. I've never tried coding this into an application to move the cursor automatically, though.

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