
Subject: Re: how to "check" checkbox state?

Posted by [Vince Hradil](#) on Tue, 06 May 2008 17:16:16 GMT

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On May 6, 11:05 am, pantha <p4n...@gmail.com> wrote:

> Hello everybody,
>
> I am writing a GUI program using the IDL GUI builder. I put a checkbox
> on the GUI, and that checkbox state should be checked when a specific
> button is pressed. The code is handled inside the x_eventcb.pro file.
>
> Question is: How can I check the state of the checkbox (checked/
> unchecked)? Can somebody give me an example?
>
> I've read through the IDL help and several topics on this newsgroup,
> but I couldn't find a fitting solution for my rather simple problem.
>
> I know how to set the state with "Widget_control, buttonname,
> set_button = 1" but since there is no "get_button" I'm quite puzzled
> how to get the state.
>
> Any help would be greatly appreciated!

```
bstate = widget_info(event.id,/button_set)
```

Subject: Re: how to "check" checkbox state?

Posted by [pantha](#) on Tue, 06 May 2008 17:23:03 GMT

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On 6 Mai, 19:16, Vince Hradil <hrad...@yahoo.com> wrote:

> bstate = widget_info(event.id,/button_set)

Thanks for the quick answer!

I tried it, but bstate always returns "1" even when unchecked. Could it be that it is designated to the button I press when I want to check the checkbox state?

Subject: Re: how to "check" checkbox state?

Posted by [Vince Hradil](#) on Tue, 06 May 2008 17:38:40 GMT

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On May 6, 12:23 pm, pantha <p4n...@gmail.com> wrote:

> On 6 Mai, 19:16, Vince Hradil <hrad...@yahoo.com> wrote:

>
>> bstate = widget_info(event.id,/button_set)
>
> Thanks for the quick answer!
>
> I tried it, but bstate always returns "1" even when unchecked. Could
> it be that it is designated to the button I press when I want to check
> the checkbox state?

The event.id comes from the event that is firing, so you need to inspect it when the event.id is the checkbox event. Does that make sense?

Subject: Re: how to "check" checkbox state?

Posted by [David Fanning](#) on Tue, 06 May 2008 18:10:04 GMT

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pantha writes:

> I am writing a GUI program using the IDL GUI builder. I put a checkbox
> on the GUI, and that checkbox state should be checked when a specific
> button is pressed. The code is handled inside the x_eventcb.pro file.
>
> Question is: How can I check the state of the checkbox (checked/
> unchecked)? Can somebody give me an example?
>
> I've read through the IDL help and several topics on this newsgroup,
> but I couldn't find a fitting solution for my rather simple problem.

Nor will there be in a GUI-Builder program, unfortunately.

> I know how to set the state with "Widget_control, buttonname,
> set_button = 1" but since there is no "get_button" I'm quite puzzled
> how to get the state.
>
> Any help would be greatly appreciated!

You are going to have to figure out a way to put an "info" or "state" structure inside your widget program, which will contain all the information you need to run your program (such as the identifier of the checkbox button). The GUI Builder (AFAIK) never imagined you would need such a thing, although I've never written a widget program yet that didn't need it.

I'd ditch the GUI Builder (since it is not supported anymore anyway) and get yourself a good book on widget programming. You might look on my web page for one, if you are interested. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: how to "check" checkbox state?

Posted by [pantha](#) on Wed, 14 May 2008 14:11:58 GMT

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I've got it at last!

Thank everybody for their valuable input!
