Subject: Re: input box?

Posted by Vince Hradil on Tue, 01 Jul 2008 17:48:37 GMT

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On Jul 1, 12:41 pm, humanumbre...@gmail.com wrote:

- > Any alternative to DIALOG_MESSAGE which would allow a textfield and an
- > input instead of just yes/no/cancel whatnot?

>

- > Like: "How many apples do you want? " textfield
- > and when they push "ok" I get that value

>

- > Thanks in advance.
- > --Justin

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

Subject: Re: input box?

Posted by titan on Wed, 02 Jul 2008 07:58:59 GMT

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On Jul 1, 7:48 pm, Vince Hradil hradil hrad...@yahoo.com>

> On Jul 1, 12:41 pm, humanumbre...@gmail.com wrote:

>

- >> Any alternative to DIALOG_MESSAGE which would allow a textfield and an
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Is there the possibility to insert a sort of countdown in the sense that if no button is pushed then a user-defined value will be used?? thanks

В

Subject: Re: input box?

Posted by Jean H. on Thu, 03 Jul 2008 20:11:26 GMT

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titan wrote: > On Jul 1, 7:48 pm, Vince Hradil <hrad...@yahoo.com> wrote: >> On Jul 1, 12:41 pm, humanumbre...@gmail.com wrote: >> >>> Any alternative to DIALOG_MESSAGE which would allow a textfield and an >>> input instead of just yes/no/cancel whatnot? >>> Like: "How many apples do you want? " textfield >>> and when they push "ok" - I get that value >>> Thanks in advance, >>> --Justin >> http://dfanning.com/widget_tips/popup.html > > Is there the possibility to insert a sort of countdown in the sense > that if no button is pushed then a user-defined value will be used?? > thanks > > B set a timer when you create the widget. (like: widget_control,wbaseID, set_uvalue=uval,/realize, TIMER=30) Then, in the event handler, read the value entered by the user or, if there is none, return your default value.

Jean