
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 <hrad...@yahoo.com> wrote:

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>
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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

B

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:

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>>

>>> Any alternative to DIALOG_MESSAGE which would allow a textfield and an

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> 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
