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Subject: widget\_text editable and all\_events

Posted by [Vince Hradil](#) on Wed, 25 Mar 2009 18:10:52 GMT

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It's always bugged me the way widget\_text handles events. Namely, I have two choices:

1- set editable and unset all\_events: then I have to deliver a CR to get the value to "take".

2- set editable and set all\_events: then the event handler fires every time something is typed.

What I'd really like is something in between. The reason being that I like to validate the input to make sure it's a number before I accept it. Then if it is jibberish, I put the old value back, something like this:

```
'GOODENOUGH': begin
  holdge = (*info).data.goodenough
  widget_control, (*info).widgets.goodenough_text, get_value=val
  if is_number(val) gt 0 then begin
    if long(val) ne holdge then begin
      (*info).data.goodenough = long(val)
      widget_control, (*info).widgets.goodenough_text,
set_value=strtrim(long(val),2)
    endif
  endif else begin
    widget_control, (*info).widgets.goodenough_text,
set_value=strtrim(holdge,2)
  endelse
end
```

Well, scenario 2- makes it so that you cannot just backspace out the whole thing then start typing. What I would like is for the validation to occur if either (1) the user hits CR or (2) the text box loses focus (aha!)

Thanks for your ideas.

Vince

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