

Subject: Widget programing - Please help!
Posted by [moxament](#) on Sat, 14 Sep 2013 04:46:32 GMT
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Deal All,

I am writing a simple widget program in IDL where the user is to select between two files: file one and file two. The code is below:

```
.....  
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pro span, event  
    compile_opt idl2  
  
;Define the main widget and its childs  
main = WIDGET_BASE(Title = "Select Input File", XSIZE=260, /COLUMN)  
  
values = ["file one", "file two"]  
select = CW_BGROUP(main, values, /EXCLUSIVE)  
  
line  = WIDGET_BASE(main,column=3)  
okay   = WIDGET_BUTTON(line,VALUE=' Okay ',xsize=120)  
cancel = WIDGET_BUTTON(line,VALUE=' Cancel ', xsize=120)  
  
;Realize the widget  
WIDGET_CONTROL, main, /REALIZE, tlb_get_size = tlb_size  
WIDGET_CONTROL, select, GET_VALUE=val  
screen_dim = GET_SCREEN_SIZE()  
WIDGET_CONTROL, main, xoffset = screen_dim[0]/2 - fix(tlb_size[0]/2), yoffset =  
screen_dim[1]/2 - fix(tlb_size[1]/2)  
  
event1 = WIDGET_EVENT(line)  
CASE event1.id of  
    cancel: widget_control, event1.top, /destroy  
    okay : begin  
        event2 = WIDGET_EVENT(select)  
        WIDGET_CONTROL, select, GET_VALUE = val  
        if val eq 0 then print, "file one selected"  
        if val eq 1 then print, "file two selected"  
    end  
endcase  
end  
.....  
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```

Now, my question is that how can I include the case where the user might click by mistake the button "Okay" without the selection of any of the two files. In case of this mistake by the user, I would like an error message to appear and say:

"ERROR: Please select one of the two files"

Your help is appreciated!

Khal.

Subject: Re: Widget programing - Please help!
Posted by [David Fanning](#) on Sat, 14 Sep 2013 13:25:29 GMT
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Khaldanr writes:

> I am writing a simple widget program in IDL where the user is to select between two files: file one and file two.

Well, as Moe from the Three Stooges would say, I think you are doing this "All wrong!" :-)

I think what you are trying to write here is a pop-up dialog widget, in which you ask a user to choose something and you return the choice so the rest of the program can operate with that choice. If so, this is an extremely awkward and inflexible way to write the program, as you are discovering.

You will have more luck, I think, by following the advice in this article:

http://www.idlcoyote.com/widget_tips/popup.html

Also, I would advise you NOT to issue the error message you think you want to offer if the user doesn't select a file. There are many reasons for not selecting a file. Forcing a user to make a selection he has decided he doesn't want to make is not a good way to make friends among users of your software. If a selection isn't made, just do nothing. Give the user a minute to think. They will either make the selection of their own free will, or they will exit the program. But, they won't blame you for writing lousy software. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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