
Subject: text widget example

Posted by [astroboy.20000](#) on Fri, 29 Dec 2017 19:35:15 GMT

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Hello,

Does anyone have a snippet of code that shows how to process input from a text widget? What I'm asking about is that you have a text widget, you type in a string, and hit return, and the string is passed to the event_pro routine for that widget.

I would have thought this information would have been passed in the event structure but I can't find anything that explains if this is the case. What I have found is illustrated below in the code from Liam Gumley's book, where the string is passed via a variable in the uvalue. This seems like a complicated way to go about it, especially since in the program I'm writing I'd like to have about a dozen text widgets.

Thanks,

Mark

PRO WGETNAME_EVENT, EVENT

print, 'Event detected'

;- Get state information

widget_control, event.top, get_uvalue=infoptr
info = *infoptr

;- Identify widget which caused the event

widget_control, event.id, get_uvalue=widget
help, widget

;- Handle events

if (widget eq 'Text') or (widget eq 'OK') then begin

 widget_control, info.text, get_value=name

 info.name = name

 info.status = 'OK'

endif else begin

 info.name = "

 info.status = 'Cancel'

endelse

```
print,'name      ',name  
;- Save state information  
*infoptr = info  
;- Destroy the widget hierarchy  
widget_control, event.top, /destroy
```

END

PRO WGETNAME_CLEANUP, ID

```
print, 'Cleaning up'  
;- Get state information  
widget_control, id, get_uvalue=infoptr
```

```
info = *infoptr
```

```
;- Save result  
result = {name:info.name, status:info.status}  
*infoptr = result
```

END

PRO WGETNAME, NAME, STATUS

```
print, 'Creating widgets'
```

```
;- Create top level base  
device, get_screen_size=screen_size  
xoffset = screen_size[0] / 3  
yoffset = screen_size[1] / 3  
tlb = widget_base(column=1, title='Name', $  
    xoffset=xoffset, yoffset=yoffset, tlb_frame_attr=1)
```

```
;- Create text entry widgets  
tbase = widget_base(tlb, row=1)  
label = widget_label(tbase, value='Enter your name: ')  
text = widget_text(tbase, uvalue='Text', /editable)
```

```
;- Create button widgets  
bbase = widget_base(tlb, row=1, /align_center)  
bsize = 75  
butta = widget_button(bbase, value='OK', $
```

```

    uvalue='OK', xsize=bsize)
buttb = widget_button(bbbase, value='Cancel', $
    uvalue='Cancel', xsize=bsize)

;- Realize widgets
widget_control, tlb, /realize

;- Create and store state information
info = {text:text, name:"", status:'Cancel'}
infoptr = ptr_new(info)
widget_control, tlb, set_uvalue=infoptr

;- Manage events
xmanager, 'wgetname', tlb, cleanup='wgetname_cleanup'

;- Get result
result = *infoptr
ptr_free, infoptr
name = result.name
status = result.status

END

```

Subject: Re: text widget example
Posted by [Russell\[1\]](#) **on** Tue, 02 Jan 2018 18:53:49 GMT
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Here's a very brief thing...

```

pro thistext,event
    widget_control,event.id,get_value=text
    print,text
end
pro wget

base=widget_base(title='test',/col)
wtext=widget_text(base,value='',uname='textbox',/edit,event_ pro='thistext')
widget_control,base,/realize
state=ptr_new({wtext:wtext})
widget_control,base,set_uval=state
xmanager,'wget',base,/no_block
end

```

if you put text in the box and hit return, then it will print that text to the terminal.

-Russell

PS... you might start using the new page set up by W. Landsman. this is loaded with spam.

On Friday, December 29, 2017 at 2:35:18 PM UTC-5, Ann Nonymous wrote:

```
> Hello,  
>  
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> Thanks,  
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> Mark  
>  
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>  
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>  
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> PRO WGETNAME_EVENT, EVENT  
>  
> print, 'Event detected'  
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> ;- Get state information  
> widget_control, event.top, get_uvalue=infoptr  
> info = *infoptr  
>  
> ;- Identify widget which caused the event  
> widget_control, event.id, get_uvalue=widget  
> help, widget  
>  
> ;- Handle events  
> if (widget eq 'Text') or (widget eq 'OK') then begin  
>   widget_control, info.text, get_value=name  
>   info.name = name  
>   info.status = 'OK'  
> endif else begin  
>   info.name = "
```

```
> info.status = 'Cancel'  
> endelse  
>  
>  
> print,'name ',name  
>  
> ;- Save state information  
> *infoptr = info  
>  
> ;- Destroy the widget hierarchy  
> widget_control, event.top, /destroy  
>  
> END  
>  
> PRO WGETNAME_CLEANUP, ID  
>  
> print, 'Cleaning up'  
>  
> ;- Get state information  
> widget_control, id, get_uvalue=infoptr  
>  
>  
>  
> info = *infoptr  
>  
> ;- Save result  
> result = {name:info.name, status:info.status}  
> *infoptr = result  
>  
> END  
>  
> PRO WGETNAME, NAME, STATUS  
>  
> print, 'Creating widgets'  
>  
> ;- Create top level base  
> device, get_screen_size=screen_size  
> xoffset = screen_size[0] / 3  
> yoffset = screen_size[1] / 3  
> tlb = widget_base(column=1, title='Name', $  
>   xoffset=xoffset, yoffset=yoffset, tlb_frame_attr=1)  
>  
> ;- Create text entry widgets  
> tbase = widget_base(tlb, row=1)  
> label = widget_label(tbase, value='Enter your name: ')  
> text = widget_text(tbase, uvalue='Text', /editable)  
>  
> ;- Create button widgets
```

```
> bbase = widget_base(tlb, row=1, /align_center)
> bsize = 75
> butta = widget_button(bbase, value='OK', $
>   uvalue='OK', xsize=bsize)
> buttb = widget_button(bbase, value='Cancel', $
>   uvalue='Cancel', xsize=bsize)
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> ;- Realize widgets
> widget_control, tlb, /realize
>
> ;- Create and store state information
> info = {text:text, name:", status:'Cancel'}
> infoptr = ptr_new(info)
> widget_control, tlb, set_uvalue=infoptr
>
> ;- Manage events
> xmanager, 'wgetname', tlb, cleanup='wgetname_cleanup'
>
> ;- Get result
> result = *infoptr
> ptr_free, infoptr
> name = result.name
> status = result.status
>
> END
```
