
Subject: Re: V2.4.0 comments

Posted by [rarback](#) on Mon, 12 Oct 1992 15:45:19 GMT

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Fred Knight (knight@ll.mit.edu) asks:

> More generally, do others want simultaneous input to widgets and the command
> line like I do? I usually don't want to build all the capabilities I want into
> a widget and usually avoid using them. Instead, I use the normal command input
> with display to windows, with only brief work with widgets to perform specific
> tasks. No doubt others who are doing production runs or many similar tasks
> operate more with widgets. One way to satisfy me would be to have a command
> line widget, which could be part of any larger widget. I have tried versions
> of such a widget using an editable text widget with commands executed using the
> execute function. However, the output is misdirected and variables are not
> available unless they are in common or are created beforehand. Possibly the
> new debugger for X windows will be a partial solution. In summary, I have two
> points for discussion.

> 1) I wonder whether others want simultaneous operation with a widget
> and the command line.
> 2) I suggest that creating a command-line widget would satisfy my needs.

I certainly would like this capability. I have built a few IDL widget applications which are often used by non-IDL-literate operators. For debugging purposes I have needed simultaneous command line input, and so I wrote the following crude procedure, called from a widget menu. The output goes to the right place; variables are available just as they are between any two IDL procedures. I have also written a procedure to create a DECterm for interactive DCL. Write me if you want a copy of the code.

> Fred

> --

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pro idl_command ; escape (from Xmanager event loop) to accept IDL command

on_ioerror, bail_out

print, "

print, "

print, 'Enter interactive IDL commands after ":". ' + \$

'Enter "EXIT" to return to application.'

print, 'Do NOT spawn DCL commands. Use DCL Commands option instead.'

print, 'Command line editing is NOT available.'

print, "

done = 0

```
repeat begin
  print, !prompt, format = '(a, $)'
  command = "
  read, command
  if strupcase( command) eq 'EXIT' then begin
    done = 1
    print, 'Click on your application widget to continue.'
    print, "
  endif else status = execute( command)
endrep until done eq 1
```

bail_out:

end
