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Subject: Re: state = WIDGET\_INFO( button, /BUTTON\_SELECT )

Posted by [David Foster](#) on Wed, 10 Dec 1997 08:00:00 GMT

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Alex Schuster wrote:

>  
> Hi!  
>  
> WIDGET\_INFO does not know this keyword. I think it should, what about  
> you? As I see it there is no possibility to find out whether a  
> nonexclusive button is selected or not.  
>  
> Okay, this is not really a problem. I either use CW\_BGROU, or I assign  
> an event handler, and whenever the button is pressed / released, I store  
> event.select in the widget's uvalue. But shouldn't this be done easier?

If you don't want to use CW\_BGROU and widget\_control, GET\_VALUE=,  
it's probably easier to just maintain toggle flags for the state of  
each button, and update the flags in your event handler. I usually  
use these flags for other purposes anyway.

> And did anyone yet need WIDGET\_CONTROL, GET\_VALUE to get the \_text\_ of a  
> button?

Uh, no. Usually the program already knows what the buttons say!

>  
> Or am I, as so often, just missing something?  
>

No, just complaining. ;-)

Dave

--

~~~~~  
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Subject: Re: state = WIDGET\_INFO( button, /BUTTON\_SELECT )

Posted by [davidf](#) on Wed, 10 Dec 1997 08:00:00 GMT

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Alex Schuster (alex@rosa.mpin-koeln.mpg.de) writes:

> WIDGET\_INFO does not know this keyword. I think it should,  
> what about you?

I agree. Have you asked the nice folks at RSI to add it?  
They usually follow through on reasonable requests like this.

> And did anyone yet need WIDGET\_CONTROL, GET\_VALUE to  
> get the \_text\_ of a button? Or am I, as so often,  
> just missing something?

Hum, that is how I almost *\*always\** find out which button  
caused the event. I like to branch in my case statement  
on something I can read that makes sense to me. But then,  
I'm usually missing something too. :-)

Cheers,

David

-----  
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Subject: Re: state = WIDGET\_INFO( button, /BUTTON\_SELECT )  
Posted by [Alex Schuster](#) on Thu, 11 Dec 1997 08:00:00 GMT  
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David Fanning wrote:

>> WIDGET\_INFO does not know this keyword. I think it should,  
>> what about you?  
>  
> I agree. Have you asked the nice folks at RSI to add it?  
> They usually follow through on reasonable requests like this.

They'll get a copy of the posting.

>> And did anyone yet need WIDGET\_CONTROL, GET\_VALUE to  
>> get the \_text\_ of a button? Or am I, as so often,  
>> just missing something?  
>

- > Hum, that is how I almost \*always\* find out which button
- > caused the event. I like to branch in my case statement
- > on something I can read that makes sense to me. But then,
- > I'm usually missing something too. :-)

Yikes! I change the texts on my buttons way too often for that...  
In my programs, every button gets assigned its own event handling routine.

While I was at it, I wrote a small procedure:

```
pro button_state_event, event
  widget_control, event.id, get_uvalue=uvalue, /no_copy
  uvalue.state = event.select
  widget_control, event.id, set_uvalue=uvalue, /no_copy
end
```

I create my buttons like this:

```
state = 1
button = widget_button( base, event_pro='button_state_event', $
  uvalue={ state:state }, value='A Button' )
widget_control, button, set_button=state
```

When I need the value later, I just look at the uvalue.

Alex

--

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alex@pet.mpin-koeln.mpg.de

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