## Subject: Re: widget with check table ?? Posted by J.D. Smith on Tue, 25 Aug 1998 07:00:00 GMT

View Forum Message <> Reply to Message

```
Martin Vissers wrote:
 I'm trying to create a dialog in which you can select
 several options within a table.
 Can this be done with widget programming???
 an example:
>
     | AA | BB | CC |
>
    1 | x | | |
    3 | x | x | x |
    5 | | x |
> so the user can select (with an x or a radio button) which
  options will be processed.
> Someone there with a good idea ???
How about the following:
pro testaw_event,ev
 widget_control, ev.top, get_uvalue=barr,/NO_COPY
 wh=where(ev.id eq barr) & wh=wh[0]
 msg='Selected' & if ev.select eq 0 then msg='De-'+msg & msg=' '+msg
 print, 'ROW: '+strtrim(wh/3+1,2)+' COLUMN: '+ (['A','B','C'])[wh mod 3]+msg
 widget control, ev.top, set uvalue=barr,/NO COPY
end
pro testaw
 b=widget_base(/COLUMN,/BASE_ALIGN_LEFT)
 barr=lonarr(3,5)
  lab=widget_label(b,value=string(FORMAT='(3A5)','A','B','C'))
 for i=0,4 do begin
   base=widget base(b,/ROW)
   lab=widget label(base,value=string(i+1,FORMAT='(I1)'))
```

```
base=widget_base(base,/ROW,/NONEXCLUSIVE)
for j=0,2 do barr(j,i)=widget_button(base,value=")
endfor
widget_control, b,/REALIZE,set_uvalue=barr
XManager, 'testaw',b,/NO_BLOCK
end
```

Note that to get the column headings to line up we have to monkey with the string format, and so the placement will depend on the font and system used. In addition, to get buttons from row to row to line up, the row labels must occupy the same space (which is easy enough to enforce for a mono-spaced font). This is of course frustrating but I see no simple workaround. Likely a large amount of code which test widget size and employs [XY]OFFSET could accomplish this in a more portable way, but it would be ugly. This works well on my Linux IDL v5.1 with a mono-spaced font (10pt). To accomodate longer column headings you can use spaces in the button values.

```
JD
--
J.D. Smith |*| WORK: (607) 255-5842
Cornell University Dept. of Astronomy |*| (607) 255-6263
304 Space Sciences Bldg. |*| FAX: (607) 255-5875
Ithaca, NY 14853 |*|
```

Subject: Re: widget with check table ??
Posted by davidf on Tue, 25 Aug 1998 07:00:00 GMT
View Forum Message <> Reply to Message

Martin Vissers (martin.vissers@users.whh.wau.nl) writes:

- > I'm trying to create a dialog in which you can select
- > several options within a table.
- > Can this be done with widget programming ???
- > an example:

>

```
> | AA | BB | CC |

> ------|

> 1 | x | | |

> ------|

> 2 | | x |

> ------|

> 3 | x | x | x |

> ------|

> 4 | | |

> ------|

> 5 | | x |
```

>

- > so the user can select (with an x or a radio button) which
- > options will be processed.

Oh, of course this can be done with widget programming. What can't? :-)

I would set the ALL\_EVENTS keyword to 1 and turn off the EDITABLE keyword. Then, when the user tries to type something in the field I would know about it and write an X into the field (no matter what they are trying to actually type).

The documentation says that the EDITABLE keyword suppresses all events, but I am certain this is not true, and in any case is belied by the little chart further in the documentation that shows you how the two keywords interact.

If you would like to see an example of how to write an event handler that works with ALL\_EVENTS on and EDITABLE off, download the program GETIMAGE from my web page and look at the module GETIMAGE\_INTEGER\_ONLY. This event handler only allows the user to type integer values into a text widget. The principle here is exactly the same.

Cheers,	
David	
David Fanning, Ph.D.	

Fanning Software Consulting E-Mail: davidf@dfanning.com

Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155 Coyote's Guide to IDL Programming: http://www.dfanning.com/