Description
There are occasions in any GUI program where you need the user to enter a small amount of text. Sometimes the best way to get that text is with a popup window containing a text entry widget, and some appropriate termination buttons. A good way to make this operation modeless (i.e., run asynchronously) is to provide a function which will be called when the dialog box terminates; this widget returns the user's text as the first argument to the callback function.

Example

```
callback := function (stringValue) {
   print 'the user is: ', stringValue;
   }
nameDialog := single_entry_dialog_box ('Your name', callback);
```

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single_entry_dialog_box.delete - Function

Package	**display**
Module	**guiutils**
Tool	**single_entry_dialog_box**

Destroy the single_entry_dialog_box.

Synopsis
delete()

Returns
T

1.1.13 evalwindow - Tool

Package	**display**
Module	**guiutils**

A simple GUI text editor from which Glish code may be evaluated.

include "guicomponents.g"

Description
This top level window provides a text editor specialized for Glish. It is specialized in the sense that any text you type can be sent to the Glish interpreter for evaluation. This makes it a good environment for developing (at least) small amounts of Glish code. As of now (December 1996) there are many standard editor features which are not yet available: saving text to a file, reading from a file, inserting text, pasting text, searching text. But all of this is possible in principle because the underlying tk 'Text' widget is quite powerful. Once these capabilities are developed, and sensibly presented in this composite widget, the 'evalwindow', it may be a good environment for the development of even large amounts of Glish code.

See Also
AIPS++Note 194: The SDCalc User Environment

Constructors

evalwindow	Create a Glish-specific editor

Functions

clear	Deletes all the text in the window.
contents	Get all of the text in the window
delete	Destroy the evalwindow

evalwindow - Constructor

Package	**display**
Module	**guiutils**
Tool	**evalwindow**

Create a Glish-specific editor

Synopsis
evalwindow(title, columns, rows)

Arguments

title	A label for the window Allowed:any string Default: ”
columns	Width in characters Allowed:any integer Default: 60
rows	Height in lines Allowed:any integer Default: 20

Returns
An evalwindow tool

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evalwindow.contents - Function

Package	**display**
Module	**guiutils**
Tool	**evalwindow**

Get all of the text in the window

Synopsis
contents()

Returns
A string, including newlines

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evalwindow.clear - Function

Package	**display**
Module	**guiutils**
Tool	**evalwindow**

Deletes all the text in the window.

Synopsis
clear()

Returns