

Tcl Widget Objects

Version 0.2

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<https://github.com/ambaker1/wob>

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Abstract

This package ties Tk widgets to their own TclOO objects and separate Tcl interpreters.

Creating Widget Objects

Widget objects are created from the *widget* class using the standard methods *new* or *create*. When a widget is created, it also creates a unique Tcl interpreter and loads in the Tk package, binding the “close window” event to destroy the widget object and interpreter. Once created, *widget* objects act as commands with an ensemble of subcommands, or methods. These objects can be deleted with the method *destroy*.

```
widget new <$title>
widget create $ObjectName <$title>
```

\$ObjectName	Explicit name for object.
\$title	Title of main widget window (default “Widget”).

Example 1: Creating a widget object

Code:

```
set widgetObj [widget new]
```

Removing Widget Objects

The standard method *destroy* removes a widget object from the main Tcl interpreter, destroying the object, widget window, and widget interpreter. Closing the widget window also destroys the widget object and interpreter.

```
$widgetObj destroy
```

Additionally, all widget objects can be closed with the command *closeAllWindows*, or by closing the main Tcl interpreter.

```
closeAllWindows
```

Building a Widget

All interfacing with the widget is done through its corresponding interpreter. The main method for building a widget is *eval*, which evaluates Tcl/Tk code within the widget interpreter. The method behaves the same as the Tcl *eval* command, but within the widget interpreter.

```
$widgetObj eval $arg1 $arg2 ...
```

`$arg1 $arg2 ...` Arguments to be concatenated into a Tcl script to evaluate.

The widget's interpreter can be directly accessed with the method *interp*, for advanced introspection.

```
$widgetObj interp
```

Widget Variable Access

For convenience, variable values may be passed to the widget interpreter with the method *set*, and retrieved with *get*.

```
$widgetObj set $varName $value
```

```
$widgetObj get $varName
```

`$varName` Name of variable in widget interpreter.

`$value` Value to set.

Example 2: Accessing widget variables

Code:

```
set widget [widget new]
$widget set x {hello world}
puts [$widget get x]
```

Output:

```
hello world
```

Widget Variable Links

By default, variables in the widget interpreter are completely separate from the main Tcl interpreter. The method *vlink* creates a link between variables in the main interpreter and the widget interpreter so that their values are linked.

```
$widgetObj vlink $srcVar $targetVar
```

\$srcVar Variable in parent interpreter.

\$targetVar Variable in widget interpreter.

Example 3: Linking widget variables

Code:

```
set widget [widget new]
$widget vlink x x
set x {hello world}
puts [$widget get x]
```

Output:

```
hello world
```

Note: If **\$srcVar** is an array or array element, **\$targetVar** will be interpreted as the array name.

Widget Command Aliases

By default, the widget interpreter does not interface directly with the main Tcl interpreter. The method *alias* creates an alias command in the widget interpreter to access a command in the main interpreter.

```
$widgetObj alias $srcCmd $targetCmd <$arg1 $arg2 ...>
```

\$srcCmd Command in widget interpreter (creates the command).

\$targetCmd Command to link to in the main interpreter (does not create the command).

\$arg1 \$arg2 ... Optional, prefix arguments to **\$targetCmd**.

Entering the Event Loop

In order for widget components to display and be interactive, the Tk event loop must be entered. Some Tk commands automatically enter the event loop, like *tk_getOpenFile*, but for the most part, the event loop must be entered with a call to *vwait*, *tkwait*, or *update* (it is generally bad practice to use *update* though, for a variety of reasons).

The command *mainLoop* is provided as a method to enter the event loop for all widgets, while also taking interactive input from the command line, similar to the “wish.exe” Tcl/Tk program.

```
mainLoop <$onBlank>
```

\$onBlank

What to do after user enters a blank line: “continue” will continue the interactive event loop, and “break” will exit the interactive event loop. Default “continue”.

Exiting the Event Loop

To exit the event loop and continue with a script, simply enter “return” on the command line, or use the command *exitMainLoop*, which can also be scheduled as an event with the Tcl *after* command.

```
exitMainLoop <$option $value ...> <$result>
```

\$option \$value ...

Tcl *return* options.

\$result

Value to pass as result of *mainLoop*.

Basic Applications

The example below demonstrates how the `wob` package can be used to create and manipulate Tk widgets.

Example 4: Filename dialog

Code:

```
set widget [widget new]
set filename [$widget eval tk_getOpenFile]
$widget destroy
puts $filename
```

Example 5: Option selection

Code:

```
set widget [widget new]
$widget eval {
    label .label -text "Choose analysis type:"
    tk_optionMenu .options AnalysisType "" Pushover Dynamic
    pack .label -side top -fill x
    pack .options -side bottom -fill x
    vwait AnalysisType
}
puts [$widget get AnalysisType]
$widget destroy
```

Example 6: Access clipboard

Code:

```
set widget [widget new]
$widget set text "hello world"
$widget eval {
    clipboard clear
    clipboard append $text
}
mainLoop
# now the text "hello world" can be pasted into another application.
```