1 choose_file GUI

1.1 Introduction

The choose_file GUI is used to select and open input files. It contains the following three lines:

- Filename button and spinbox widget
- Directory button and entry widget
- Glob Filter entry widget

If you are already in the desired directory then the spinbox may be all you need. The file selection dialog GUI can be used to select both the directory and the file. The directory (folder) selection dialog GUI is useful when the directory contains many files matching the filter.

The choose_file GUI is defined by the file choose_file.tcl.

1.2 Instructions

- 1. If any field is too narrow then resize the window by dragging its edge.
- 2. Select an input file using any of the following:
 - Type into any of the three entry fields.
 - Press the Filename button to use the file selection dialog GUI.
 - Press the Directory button to use the directory (folder) selection dialog GUI.
 - Click on the spinbox arrows (or press the keyboard up/down keys) to spin through the files matching the filter.
- 3. Press the Open button to open the file. This can also be done by pressing the Enter (a.k.a. Return) key in the Filename entry field.

1.3 Usage

The following choose_file command creates a new temporary GUI window, accepts input from the user and then returns (as the result) the pathname of the specified input file: choose_file ?parent? ?filter? ?geometry?

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parent: Parent window (default: ".")

filter: Initial glob filter (default: "*")

geometry: Value as follows (default: "NW"):

"": Pack in parent (If parent is "" then create toplevel anywhere)

"NE": North-west corner of toplevel at north-east corner of parent (cannot be "")

"NW": North-west corner of toplevel at north-west corner of parent (cannot be "")

"SE": North-west corner of toplevel at south-east corner of parent (cannot be "")

"SW": North-west corner of toplevel at south-west corner of parent (cannot be "")

other: Normal Tk geometry string. If parent is "" then pack in it, else ignore parent.
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