Subject: Re: Problem with scrollable draw widgets and frames
Posted by mgs on Tue, 14 Apr 1998 07:00:00 GMT
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In article <MPG.f9c6394ce0e0e42989780@news.frii.com>, davidf@dfanning.com
(David Fanning) wrote:

> Dyer Lytle (dlytle@as.arizona.edu) writes:
>
>> I had an interesting problem today with a program which was
>> giving me an error I don't understand. I've condensed the
>> program and included it below. The program pops up a small
>> widget with a 'pushme' button. When I push the button, the
>> program attempts to pop up another widget containing a scrollable
>> graphics window but it dies in the attempt. This is IDL 5.03
>> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
>> operating system.
>>
>> The funny thing is, if I remove the "frame = 1" keyword from the
>> draw widget definition, it works fine!
>
> This code works fine on my Windows NT machine in IDL 5.0.3.
> Perhaps it is a Motif problem.

Works fine on my Mac, as well. Cast another vote for a Motif problem.

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