Subject: Re: Problem with scrollable draw widgets and frames
Posted by David Foster on Tue, 14 Apr 1998 07:00:00 GMT

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Dyer Lytle wrote:
>
> Hi all,
>
> 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!
>
> I don't know if this is platform specific, perhaps it is. Anyway
> the error message I get is (and I get dumped out of IDL!):
>

Note that you can use the following workaround and it works
(I'm on a Sun Ultra1, IDL 5.0.3):

```
pro test2, leader
  a = Widget_Base(Title='test', /Column, Group_Leader=leader, /Modal)
  B = WIDGET_BASE(A, /FRAME)    ; ADD THIS LINE
  d = Widget_Draw(B, $        ; CHANGE ARG1 FROM "a" TO "B"
    ; frame = 1, $          ; COMMENT OUT THIS LINE
    XSize=100, YSize=100, /Scroll, X_Scroll_Size=50, Y_Scroll_Size=50)

  Widget_Control, a, /Realize
end

pro x_event, event
  test2,event.top
end

pro test
  x = Widget_Base(Title='test', /Column, XOffset=200, YOffset=200)
  y = Widget_Button(x, Value='pushme')
  Widget_Control, x, /Realize
  Xmanager, 'x', x, Event_Handler='x_event'
end
```

Dave
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