
Subject: Re: Problem with scrollable draw widgets and frames

Posted by [davidf](#) on Mon, 13 Apr 1998 07:00:00 GMT

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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.

Cheers,

David

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