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Subject: Problem with scrollable draw widgets and frames

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

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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!):

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IDL> test

% Compiled module: TEST.

% Compiled module: XMANAGER.

Warning:

Name: VertScrollBar

Class: XmScrollBar

The scrollbar page increment is less than 1.

Warning:

Name: HorScrollBar

Class: XmScrollBar

The scrollbar page increment is less than 1.

Error: Widget ScrolledWindowClipWindow has zero width and/or height

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The program code is the following:

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```
pro test2, leader
```

```
  a = Widget_Base(Title='test', /Column, Group_Leader=leader, /Modal)
```

```
  d = Widget_Draw(a, $
```

```
frame = 1, $  
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
```

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Anybody know what I'm doing wrong or if this is a known bug?

Thanks,

-Dyer

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