Subject: Re: Widget_List question ...
Posted by davidf on Fri, 07 Aug 1998 07:00:00 GMT

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Darran (darran@my-dejanews.com) writes:

> By initiating Widget_List without a value field, viz.
>
>   list = widget_list(base)
>
> I obtain a list box with no selectable items - fine.
> However, if I now add some elements to the listbox, it
> doesn't seem possible to get back to this "null" state.
> I've tried to get back to a null list via calls like
>
>   widget_control, list, set_value=ptr_new()
>   widget_control, list, set_value=strarr(0)
>   widget_control, list, set_value=strarr()
>
> with no success. The following gives a selectable
> blank:
>
>   widget_control, list, set_value=''
>
> Since IDL doesn't allow one to query the value of
> a widget_list, I cannot extract the initial value
> and discover its type.

It is not at all clear to me why you would WANT to
be doing this, but how about this:

    Widget_Control, list, /Destroy
    list = Widget_List(base)

Cheers,

David

P.S. Those of you who have heard me preach over and over
to NEVER destroy a widget sub-hierarchy will be pleased
to learn that "NEVER" means "almost NEVER". RSI assures
me that you can get away with this behavior now in almost
every case. I still cringe when I recommend it, but it
has proven useful in several examples lately. :-)

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