
Subject: Re: WIDGET_CONTROL, /HOURLASS ?
Posted by [davidf](#) on Fri, 30 Oct 1998 08:00:00 GMT
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Eric Frans (epfrans@west.raytheon.com) writes:

> David Fanning wrote:
>>
>> I'm not sure it's a bug. This program worked perfectly on
>> my Windows NT machine. The cursor turned from an hourglass
>> to a pointer as soon as the loop was finished, just like
>> I thought it would. What kind of machine are you running
>> on?
>
> Yeah, you're right it turns from an hourglass to a pointer after the
> loop is finished, but what happens after you select 'Yes' at the
> dialog_message box, click on the plot and then move your cursor to the
> widget? I tried this on Windows 95 and Windows NT machines here, and
> both times the cursor changed back to an hourglass when the cursor moved
> over the widget, which prevented the 'SUBMIT' button from working.
> However, if you select 'No' at the dialog_message box and then move to
> the widget, the cursor remains an arrow and the 'SUBMIT' button works.
> Weird.

Ah, yes, I see what you mean. Ouch!

I don't honestly know what is happening here, although
I am not quite ready to call it a bug yet. There is a
very famous rule of thumb (at least if you attend my
IDL programming classes) that says don't EVER use the
cursor command in a widget program.

True, this is not a widget program, but I wonder if using
a widget command (Widget_Control, /Hourglass) somehow gets
the program to "think" it is a widget program, perhaps
by getting XManager into a funny state. It is as if the
block on the WID_TEST program is from inside another
widget program... I'm grasping at straws here.

In any case, you may want to re-think your program design.
Why not make the whole thing widgetized? Or, you could try
using the Device, Cursor_Standard=xxx configuration instead.
I tried this just now, but I couldn't get an hourglass
to appear even though I typed just what the documentation
said. (Another can of worms, probably.)

Sorry I can't be more helpful.

Cheers,

David

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Note: A copy of this article was e-mailed to the original poster.
