
Subject: Re: ? Weird DRAW widget VALUE ?
Posted by [rmlongfield](#) on Thu, 28 Jan 1999 08:00:00 GMT
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In article <36AEF212.DA00E826@inr.fzk.de>,

Peter Cornelius <pc@inr.fzk.de> wrote:

> Re again...

>

> With IDL 4.0.1 on Windoze95, I am trying to use some code like:

>

> [...]

> PRO PDMENU298_Event, Event

>

> COMMON DRAW_Comm

>

> CASE Event.Value OF

> [...]

> 'DISPLAY.Display Mode.ROI': BEGIN

> MESSAGE, 'Event for DISPLAY.Display Mode.ROI', /INFORMATIONAL

> WSET, DRAW288_Id

> WIDGET_CONTROL, DRAW288_Id, GET_VALUE=win

> HELP, DRAW288_Id

> HELP, win

> ROI=CW_DEFROI(DRAW288_Id)

> HELP, ROI

> END

> [...]

> ENDCASE

> END

> [...]

>

> But what I get is the following:

>

> % PDMENU298_EVENT: Event for DISPLAY.Display Mode.ROI

> DRAW288_ID (DRAW_COMM)

> LONG = 32

> WIN STRING = 'Display Mode'

...some stuff clipped...

> Now, I expect CW_DEFROI to be in order, what puzzles

> me is that I get STRING as return, although the DRAW288_Id

> is ok (it's in the COMMON DRAW_Comm block 8-S). In CW_DEFROI,

> it hangs just at the lines

>

> [...]

> WIDGET_CONTROL, draw, GET_VALUE=win

> WSET, win

> [...]

>

> which obviously doesn't work with a STRING. Is there anyone who
> can give me a hint how this STRING could have gotten into
> win?
>

Hi Peter,

Your statement: WIDGET_CONTROL, draw, GET_VALUE=win
is getting a value from "draw" but I suspect that "draw" is not the drawID of
the WIDGET_DRAW. Do you have a button widget defined with the value of WIN?

> WIN STRING = 'Display Mode'

It looks to me that DRAW288_Id is not the ID of WIDGET_DRAW. Try printing it
in the main program and then print it again in the event program to check
whether they are the same number. I am also puzzled about why you write
earlier : WSET, DRAW288_Id since this is the WIDGET_DRAW id and not the window
ID. Maybe WSET is messing up the DRAW288_Id somehow.

Hope this helps.

Rose

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