
Subject: Re: Widget draw problems...

Posted by [davidf](#) on Thu, 29 Apr 1999 07:00:00 GMT

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Luis Oliveira (euluis@netscape.net) writes:

> I have the following message error on my program, when I destroy a draw
> widget and create another in the same base widget (it isn't a top level
> base). But this doesn't happen all the times, just when I switch between the
> widgets without drawing more than one time to each!
>

> goes some output that I copied to this message:

>

> IDL> .STEP

> % Program caused arithmetic error: Floating illegal operand

> ;self.wdvel contains the ID of the draw widget:

> IDL> help, self.wdvel

> <Expression> LONG = 273

>

> ;The statement that caused the error was:

> widget_control, self.WDvel, /DESTROY

> ;self.WDvel is a draw widget ID.

>

> If you've stepped on this problem, please help me!

There is not enough information here to solve this problem, but here are two things to think about:

1. Why in the world would you be destroying a draw widget and creating another one? and,

2. Are you certain you are not confusing the draw widget's identifier with the draw widget's window index number, which is the *value* of the draw widget.

We would have to see more code to be certain of what you are doing. But I've been racking my brain unsuccessfully trying to think of a reason to destroy a draw widget. :-(

Cheers,

David

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