
Subject: Re: WIDGET REALIZATION BUG in 5.5 ?

Posted by [Pavel A. Romashkin](#) on Tue, 08 Jan 2002 17:00:34 GMT

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If you create a button and then call `Widget_Control` on it in the same routine, this button is not realized yet, I think. You can check on that by inserting a breakpoint before the end of the routine and checking if your button is displayed.

None of my business, but why create a new button every time? There are other widgets for multiple choice solutions, and it is easy to change properties of an existing button.

Good luck,
Pavel

Martin Lowry wrote:

>
> Hi All,
>
> I have just installed 5.5 and came across an error I hadn't seen in
> 5.4.
>
> I use a 'PRO_SET_VALUE' routine to create a button each time I load an
> image file. This button's UVALUE carries information about the file
> and serves as a launching button for the file it represents. At the
> end of the routine I use `WIDGET_CONTROL` to send an event to the just
> created button to make it the 'currently' active button and update
> some display labels. Unfortunately IDL comes back with the following
> message:
>
> % WIDGET_CONTROL: Request not allowed on unrealized widget.
>
> This seems strange as the button must be realized, albeit implicitly,
> since it appears on screen!
>
> Any ideas how I might prevent the error?
>
> Cheers!
