
Subject: Re: Resetting a DRAW widget to have new size/scroll area...?

Posted by [8015](#) on Tue, 01 Nov 1994 15:53:31 GMT

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In article <Pine.SOL.3.91.941031170641.8872A-100000@chroma>,

Russ Welti <rwelti@chroma.mbt.washington.edu> wrote:

> I have an application with one main window, which has one

> drawing area, into which I TV images. Does anyone know:

>

...

> I have tried DESTROYING and rebuilding the draw widget, but with

> only partial success at best. This is probably what I would do in X

> Windows...

>

And more than likely the way to do it in IDL widgets, too.

> Does anyone know if it is even possible to destroy and replace widgets

> from a realized, event-looping application?

Yeah, it's very possible. It takes only a dozen lines of code or so to destroy, rebuild it and tie it back into the application.

> When I do it, the window

> does a quick shrink and resize; but a tv to the new draw widget has

> no effect, and things get worse from there.

Sounds like you may have forgotten to "wset" the new window ID to the new draw widget. A piece of code for doing that would be something like:

```
Widget_Control, drawwin, Get_Value=wid
```

```
WSet, wid
```

If you don't mind showing a little code one or more of us can probably straighten out the problem with less guesswork. Or you can email it if you want a smaller audience.

>

> My interim working solution at the moment is to destroy the entire

> BASE widget and rebuild the app from scratch, as if it was the first

> invocation. This is a bit disconcerting, as the app disappears for a

> few seconds, and one wonders if it crashed... ;)

Would it make things easier if the drawing widget hierarchy were separate from the rest of the interface? That's also possible to do.

That way you can destroy and rebuild the drawing hierarchy without the rest of the interface being affected at all. I think it looks cleaner, but it may not lend itself to your application.

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