
Subject: Problem with Exclusive Button Widgets under IDL for Windows (V3.6.1)

Posted by [zawodny](#) on Thu, 03 Nov 1994 13:51:19 GMT

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I have run into a problem using exclusive button widgets under IDL for Windows Version 3.6.1b . My application has an exclusive base with 2 button widgets. I initialize this so one button is set. If I click on the other unset button it generates the correct event for that button. It apparently gets set and the proper event structure goes to the event handler. However, this is followed by an event with an associated event structure which is for the other button (the one that was previously set). On the other hand, when I click on the set button it deselects as it should without a problem (no extra events). My guess is that somewhere in the guts of the widgets for windows code an event is generated to unset the previously set button and that it is not being properly trapped (ignored). I have written numerous widgets and this particular one runs perfectly under "regular IDL" on my DEC alpha running OSF/1. I am a bit new to the Windows widgets though. Has anyone else seen this problem? I'll try to write a very simple illustration of the problem (duplicate it with simple code) and also see if it is peculiar to exclusive widgets with only two buttons. For now I have hacked my code to include a

```
widget_control,event.top,/clear_event
```

statement at an appropriate place, but this is not the answer since I can no longer "click ahead" and generate a widget event queue of any length. Has anyone else run into this problem?

TIA,

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