
Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris
Posted by [Phillip David](#) on Thu, 15 Aug 2002 22:46:37 GMT

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David Fanning wrote:

>
> Phillip David (phillip_david@xontech.com) writes:
>
>> So even though I can select the menu item from the menu using the mouse,
>> it's "not realized" according to IDL.
>> Any other ideas?
>
> Did you try re-realizing it's parent, the
> top-level base, etc.? *Somebody* has to know
> the bugger is hanging around there!
>
> Of course, it could just be a bug.
> I hear 5.6 is due out shortly. :-)

Apparently, it is "just a bug", because I have tried everything I could think of, and nothing seems to make IDL recognize that the menu has been realized. I've tried unmapping the menu, adding the new entry, and remapping it. Then I tried desensitizing the menu, adding the new entry, and resensitizing it. I tried both of the above, along with re-realizing the entire menu, then the entire GUI. None of these helped.

I went to read the on-line help, and noticed an indication that a widget placed into an already-realized hierarchy will be immediately realized. I am in fact seeing exactly that (since I can click the button), but apparently, the Solaris version of IDL fails to see that.

As a reminder, though, it does work fine on the PC (both 5.4 and 5.5), and on Solaris, v5.4.

I'm at the point of considering alternatives to my design.

Phillip
