
Subject: Unable to get the user value of the top level base after a draw widget expose event

Posted by [Johan Marais](#) on Thu, 14 Aug 2003 11:58:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I keep on getting behaviour that I do not understand and as far as I understand it, should not happen. I use draw widgets and objects graphics with the EXPOSE_EVENTS from the draw widgets enabled. Here is an example:

```
pro image_Expose, event
  widget_control, event.top, get_uvalue = state, /no_copy
  for i=0,7 do state.combWindow[i]->Draw, state.combView[i]
  widget_control, event.top, set_uvalue = state, /no_copy
end
```

```
pro setThresOf, event
  widget_control, event.top, get_uvalue = state, /no_copy
  state.ThresOf = event.value
  widget_control, event.top, set_uvalue = state, /no_copy
end
```

where image_Expose the event handler for the draw widget's expose event is. After a call to image_expose has been made and when I try to get the user value of the top level base, (for example in setThresOf) I receive the following error message:

% Expression must be a structure in this context: STATE.

When I issued the help statement, I receive the following:

```
IDL> help, state, /STRUCT
STATE      UNDEFINED = <Undefined>
```

It seems to me that the program are unable to get the top levels base user value once an expose event was executed.

Did anyone ever come across this? I do not know whether any other part of the program can have an influence as well.

--

Johan Marais
