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Subject: 2 little questions: (Object windows with widget\_draw) AND (getting working directory)

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Hi.

I have two little questions that perhaps someone could give me a quick answer.

I'm trying to do work on an object window created with widget draw. Seems to me, for what I have seen from the tutorial and programs distributed from people on this group, that I'm doing all the steps needed.

I do something like this (omitting unnecessary code):

```
Draw = WIDGET_DRAW(tlb, XSIZE=xsize, YSIZE=ysize, GRAPHICS_LEVEL=2)
```

```
;graphics_level=2 to set as object window
```

```
;then .
```

```
WIDGET_CONTROL_, draw, GET_VALUE=myWindow
```

```
;in this statement myWindow should now be an Window Object?
```

```
;assuming that I have a View with a lots of pretty things
```

```
; I do
```

```
myWindow->Draw, myView
```

```
;and this is the point where I get the error:
```

```
;MESSAGE: 'Unable to invoke method on NULL object reference: myWindow'
```

when the problem arrived I put a debugging statement

HELP, myWindow

just after the statement widget\_control, draw, GET\_VALUE=myWindow

And the output is WINDOW      OBJREF=<NullObject>

when I suppose it should and WindowIDLObject

Which step am I missing?

Second question: There is a command/function that returns the directory from which the idled was calling from? I'm looking in the quick reference -> 'Operating System Access' and I don't find it. If it doesn't exist can you give a clue how can I get it?

(Perhaps I can take a long making, in unix, a spawn procedure with pwd and get the output to a string? But in Windows OS Family?)

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