
Subject: Re: blank window pops up after exit xmovie
Posted by [biophys](#) on Sun, 11 Jul 2004 18:58:44 GMT
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Thanks, David. I should put those two lines in the very beginning instead of into different draw_widget event entries.

```
IF (TAG_NAMES(ev, /STRUCTURE_NAME) eq 'WIDGET_DRAW') THEN BEGIN
  Widget_Control, event.id, Get_Value=wid
  WSet, wid
```

David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1b58fb5da6d61dda9897d3@news.frii.com>...

> biophysics writes:

>

>> I'm a newbie with widget programing. I was trying to call your xmovie
>> as triggered by a widget_button in the main program. After I exit the
>> xmovie there 's only the main program with a draw widget and several
>> buttons left. But then if I click on the draw widget, a blank window
>> pops up. Will you be able to explain what's wrong with my program?
>> What should I do to avoid having this "window,0" pop-up?

>

> XMovie!? What is this, embarrass David week? Sigh...

>

> What's wrong with your program has nothing to do with me. :-)

>

> You don't know where you are drawing your graphics.
> When you click in your draw widget, your event handler
> is issuing some kind of graphics command, but your
> draw widget window isn't the current graphics window.
> If it was, the graphics would go into it and not be
> forced to open a window itself.

>

> Inside the event handler, you might make the draw widget
> the current graphics window by doing something like this:

>

```
> Widget_Control, event.id, Get_Value=wid
> WSet, wid
```

>

> Where event.id is the draw widget.

>

> Cheers,

>

> David
