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Subject: Re: blank window pops up after exit xmovie  
Posted by [David Fanning](#) on Sat, 10 Jul 2004 01:59:16 GMT  
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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

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