
Subject: (Another) IDL 4.0 widget bug & workaround
Posted by [djackson](#) on Thu, 15 Jun 1995 07:00:00 GMT
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Gentle readers,

I've spent some time over the last few days narrowing down and finding a workaround for a new behaviour in IDL 4.0 widgets, so I thought I'd post my findings here in case it might help someone else.

In one of my applications, I do a lot of fiddling with adding and deleting widgets in already-realized bases, and while some of this actually works better in 4.0 than 3.6, there is one bug described below.

I've been in touch with RSI, and this is acknowledged as a bug, and my workaround a reasonable one.

I hope my running to column 80 doesn't make this unreadable! (if so, I'll fix and repost)

Cheers,
-Dick

;IDL Version: 4.0
;Platform: IRIX 5.3

;Symptom: Adding widgets to a base within an already-realized scrolling
base
; sometimes causes widgets to disappear.

;Details: If we are adding the new widget into empty space that's
already there
; (say, an open corner of a base) which causes no change in the
; top-level widget's size, all widgets in the top-level base
disappear.
; However, if adding the new widget causes an expansion or
contraction,
; it works fine! Running the code below illustrates this
clearly.
; Put this into a .pro file, .run it, and watch the resulting
window
; as you hit Enter to let it proceed.

;Workaround: Anytime a widget is added, add a dummy widget somewhere to
kick

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;      the top-level widget to grow, then destroy the dummy
widget.

t = systime(1)
b = widget_base(title = 'Widget Test Window', x_scroll_size = 300, $
    y_scroll_size = 300)
frame_flag = 1
b_inner = widget_base(b, /column, frame = frame_flag)
widget_control,b,/realize
s = "
text_list = [0L]
label_list = []
for i = 1, 2 do begin
    bi = widget_base(b_inner, /row, frame=frame_flag)
    for j = 1, 2 do begin
        bj = widget_base(bi, /column, frame=frame_flag)
        for k = 1, 2 do begin
            bk = widget_base(bj, /row, frame=frame_flag)
            for l = 1, 2 do begin
                label = strtrim(long(total([i, j, k, l] * [1000, 100, 10, 1])),
2)
                wt = widget_text(bk, value = label, xsize = 4)

                ;; The bug caused by the preceding line:
                ;; If adding the new widget causes no change in the containing
widgets'
                ;; size, all widgets in the top-level base disappear.
                ;; However, if adding the new widget causes an expansion or
contraction
                ;; it's OK!

                ;; In this 4x4 grid of text widgets created, X=ones that show
bug, O=OK
                ;; O O O O
                ;; O X X X
                ;; O X X X
                ;; O X X X
                ;; O X X X

                print, 'Created widget ' + label
                text_list = [wt, text_list]
                label_list = [label, label_list]

                read, s                ; pause for user to hit Enter

                ;; Trying to fix by adding/removing extra widget from top base
                ;; THIS WORKS!!
                dummy = widget_base(b_inner)
                widget_control, dummy, /destroy

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        print, 'Fixed (if broken) by adding and destroying base within  
base '+$  
        'b_inner.'  
        read, s
```

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    end  
end  
end  
end
```

```
for i = 0, n_elements(text_list)-2 do begin  
    widget_control, text_list(i), /destroy  
    print, 'Destroyed widget ' + label_list(i)  
    read, s  
end
```

```
print, 'Execution time: '+strtrim(systime(1)-t)+' seconds.'
```

```
end
```

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-Dick
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Opinions are mine alone. National Research Council Canada, Winnipeg
"And I told him my dream was to live for all time
In some perfect refrain, like the man who wrote 'Danny Boy'.
- Joe Jackson, from the album _Night_Music_, 1994.
