
Subject: Re: Dynamically adding and removing widgets
Posted by [David Fanning](#) on Wed, 23 Nov 2005 19:23:26 GMT
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akkiraju writes:

```
>      Thanks. I have cross checked my sate variable value in the
> "show_phenomenon" procedure.
> IDL> print, base
> mask_tab
> IDL> print,state
> {      7      8      6      20      21
> 16      17      18}
>
> state is not undefined in my case, I can access the components and
> their names from the show_phenomenon procedure. But when I use these
> names to add new widgets it doesnt work, thats the real problem.
```

I agree with Antonio. When you get into Show_Phenomenon and look for your state variable in the UValue of the top-level base it is not defined. It can't be.

I'm not sure how you think you are checking it, but I am 100% sure that what you did is not what is happening in your program. I would stop the program just before the Show_Phenomenon call, then step into the Show_Phenomenon code. You will see that state is undefined there.

Cheers,

David

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