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Subject: Re: Dynamically adding and removing widgets  
Posted by [Antonio Santiago](#) on Wed, 23 Nov 2005 17:58:38 GMT  
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```
> 4. One of my event handlers calls a procedure called
> show_phenomenon
>
> pro event_handler Event
> ----
> WIDGET_CONTROL,Event.TOP,SET_UVALUE=state,/NO_COPY
> show_phenomenon,,,,,,,,Event
> ----
> end
>
```

I think your problem is with the /NO\_COPY keyword, this undefines the "state".  
See PDF manual:

"However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the SET\_UVALUE keyword to WIDGET\_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET\_UVALUE keyword to WIDGET\_CONTROL), the user value of the widget in question becomes undefined."

Then inside your "Show\_phenomenon" procedure the "state" value is undefined.

Bye :)

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