

Hello Everyone,

I am trying to build a GUI using IDL widgets. I am new to IDL widgets and I am following the conventional way. I followed the following steps

1. I used GUI builder to create a GUI window creation
2. I have added a structure called 'state' to the code generated (from generate.pro)

This looks like

```
state= { config_txt:config_txt,$
        file_filter:file_filter,$
        myDropList:myDropList,$
        mask_tab : mask_tab,$
        display_base: display_base,$
        Shape_Weight_Txt:Shape_Weight_Txt,$
        Spectral_Weight_Txt:Spectral_Weight_Txt,$
        Texture_Weight_Txt:Texture_Weight_Txt }
```

3. Then i did  
WIDGET\_CONTROL,rootBase,SET\_UVALUE=state. (rootBase is my base widgets name)

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
```

5. In show\_phenomenon I am trying add new WIDGET\_DRAW component to my existing widget\_tab component.

```
pro show_phenomenon,,,,,,,, Event
-----
-----
-----
widget_control,Event.Top,GET_UVALUE=state
base = widget_info(state.mask_tab,/UNAME)
```

```
mask_disp = WIDGET_DRAW(base,xsize=numCols,ysize=numRows)
widget_control,mask_disp,GET_VALUE=index
wset,index
TVIMAGE,mask
-----
-----
end
```

I get these errors

Type conversion error: Unable to convert given STRING to Long.  
WIDGET\_DRAW: Invalid widget identifier: 0.

and they show up on line

```
mask_disp = WIDGET_DRAW(base,xsize=numCols,ysize=numRows)
```

If i can get this to work i can go ahead to dynamically add a specified number of widget\_tab components each having a widget\_draw component in it to my base. The difficulty is that this specified number is obtained only during the runtime and not beforehand.

I hope i have mentioned what i have tried and what i intend to have clearly. Any hints or help on how i can work on this problem

Thank you

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