
Subject: DROPLIST bug ?

Posted by [nobody](#) on Mon, 04 Sep 1995 07:00:00 GMT

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Sirs,

I have experienced som trouble when altering values in droplists.
When I try to alter the contents (VALUE) of a droplist, I also
alter the size of all following WIDGET_LABELS.
When a second call is made, the size of the labels return to their
previous sizes.

The program below displays the problem.

Compile it and run: dropdead

Alter the contents of the droplist by pushing the " Alter list "
button and watch the size of the label (and the entire widget) !
Push it once more and the size will return to normal.

Why ?

Is it supposed to be like this ?

PRO MAIN1_Event, Event

WIDGET_CONTROL,Event.Id,GET_UVALUE=Ev

CASE Ev OF

'BUTTON': BEGIN

Print, 'Event for button'

alter_list

END

'LIST': BEGIN

Print, 'Event for My droplist'

END

ENDCASE

END

PRO DROPDEAD, GROUP=Group

IF N_ELEMENTS(Group) EQ 0 THEN GROUP=0

junk = { CW_PDMENU_S, flags:0, name:" }

COMMON MAIN1,main1

```
MAIN1 = WIDGET_BASE(GROUP_LEADER=Group, $
    COLUMN=3, $
    SPACE=10, $
    XPAD=10, $
    YPAD=10, $
    MAP=1, $
    TITLE='Dropdead test', $
    UVALUE='MAIN13')
```

```
BUTTON = WIDGET_BUTTON( MAIN1,VALUE='Alter list', $
    UVALUE='BUTTON', $
    YSIZE=20)
```

```
ListVal1 = [ $
    'Item 1', $
    'Item 2', $
    'Item 3' ]
LIST = WIDGET_DROPLIST( MAIN1,VALUE=ListVal1, $
    UVALUE='LIST', $
    YSIZE=60)
```

```
TEXT1 = WIDGET_LABEL(MAIN1,VALUE=' HELLO WORLD ! ', $
    UVALUE='TEXT1',$
    FRAME=1,$
    YSIZE=20)
```

```
WIDGET_CONTROL, MAIN1, /REALIZE
```

```
  XMANAGER, 'MAIN1', MAIN1
END
```

```
PRO alter_list
COMMON MAIN1
```

```
LIST = WIDGET_INFO(WIDGET_INFO(main1,/CHILD),/SIBLING)
WIDGET_CONTROL,LIST,SET_VALUE=['Thomas','Patrik','Niek ']
```

```
END
```

Yours sincerely,

