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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 dropdown lists.

When I try to alter the contents ( VALUE ) of a dropdown list, 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 dropdown list 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 ?

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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 dropdown list'

    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
```

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Yours sincerely,

