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Subject: Re: Widget Event\_Pro question  
Posted by [David Fanning](#) on Wed, 02 Apr 2008 15:47:39 GMT  
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Spon writes:

```
> I think I'm already doing what you suggest, but just to be sure:  
>  
> Graphs = PTR_NEW([-1L])
```

I wouldn't do this. If there is nothing in it, I would probably make it a null pointer:

```
graphs = PTR_NEW()
```

Then check to see if I had a valid pointer in my code before I used it.

Or, if you *\*want\** a valid pointer, but don't have anything to put in it, you can just do this:

```
graphs = Ptr_New(/ALLOCATE_HEAP)
```

Now, you have a valid pointer:

```
IDL> Print, Ptr_Valid(graphs)  
1
```

But, the thing inside it is an undefined variable:

```
IDL> help, *graphs  
<PtrHeapVar1> UNDEFINED = <Undefined>
```

You can stick something in it:

```
*graphs = [widgetID]
```

You can even find out how many things are in it:

```
IDL> Print, N_Elements(*graphs)
```

```
> Oh, and another question while I'm at it: I'm trying to check if a  
> widget still exists before trying to load its UVal, I thought that  
>  
> IF WIDGET_INFO(GraphUVal.GroupLeader, /ACTIVE) THEN BEGIN  
>  
> would do what I want, but apparently the /ACTIVE keyword doesn't work  
> with an argument.
```

I don't know what ACTIVE does. The keyword you want  
is VALID\_ID.

Cheers,

David

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Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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