
Subject: Re: Error in the spinner control panel on Catalyst library
Posted by [David Fanning](#) on Tue, 09 Dec 2008 23:46:13 GMT
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Giorgio writes:

```
> I am using the spinners of the catalyst library. I call the control
> panel of the spinner and when I click in either of the lower buttons:
> cancel, apply or ok, I have an error telling that there is no select
> in the event structure returned:
>
> % Tag name SELECT is undefined for structure CATCONTROL_PANEL.
> % Execution halted at: SPINNER::EVENTHANDLER 237 H:\IDLWorkspace
> \catalyst\catalyst\source\widgets\spinner__define.pro
> %
> CATCONTROL_PANEL::EVENTHANDLER 179 H:
> \IDLWorkspace\catalyst\catalyst\source\core
> \catcontrolpanel__define.pro
> %
> CATEVENTDISPATCHER 175 H:\IDLWorkspace
> \catalyst\catalyst\source\utilities\cateventdispatcher.pro
> %
> $MAIN$
>
> I see that the event_handler to the method ControlPanel_Events on the
> spinner object. Could this be the problem?
```

Well, this is an interesting little problem. :-)

When Dave Burridge and I were building the Catalyst Library, we used to argue incessantly over little things. Normally, one of us would convince the other in an hour or so of the correctness of our argument, and we would move on. But, occasionally, we would have to agree to disagree.

Those OK, APPLY, and CANCEL buttons on ControlPanels were one of those things. Dave wanted them. I hated them and found them annoying. We spent at least a week arguing about it, and in the end we decided to leave them in, but have the ability to turn them off via keywords. The truth is, I **always** turn them off when I write ControlPanel methods (although I forgot to do so this time) and so I occasionally forget to code for them.

So, there are two ways of solving this problem. The way I would solve it is to set the keywords /NO_OK, /NO_APPLY, and /NO_CANCEL in the spinner ControlPanel method on the line (112 in my copy) that creates the spinner control panel. Then, you won't have those buttons to worry about.

Dave's way of solving this (probably), would be to add cases for the buttons in the EventHandler method. So right after the code

that is handling SPINNER_TEXTWIDGET events (lines 214-232 in my copy), I would add the following three lines before the ELSE clause in the CASE statement:

```
'OK': self -> SendEvent
```

```
'APPLY': self -> SendEvent
```

```
'CANCEL': self -> SendEvent
```

This is your choice, I guess. But I think I am going to go with the first solution in the official code, unless you come up with some more convincing argument about why you need it otherwise. :-)

Cheers,

David

--

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