
Subject: Re: Widget Weirdness

Posted by [David Fanning](#) on Fri, 13 Mar 2009 15:45:22 GMT

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David Fanning writes:

> Well, this is a weird one. I've been able to duplicate
> the problem with other programs, just by changing
> the text of a label widget, but--naturally--when
> I make a simple test case nada. Going to be a long
> night, probably...

Yikes! Talk about weird.

I finally got my little test widget program to exhibit the symptoms of this problem. It turns out that two things are necessary for the problem to show itself.

Just to recap the problem. I have a centered widget. If I move the widget off-center (on the display), then create an event that changes the text of a label widget, the entire widget jumps back to the center of the display. This happens ONLY on UNIX machines.

As I say, there are two requirements for this to occur.

First, I have to locate the widget on the display using the [XY]OFFSET keywords.

```
Widget_Control, tlb, XOFFSET=400, YOFFSET=400
```

It doesn't matter if I do this before or after the widget is realized, or if I do it as shown or if I do it in the TLB creation routine. It only matters that I assign a location to the widget. It doesn't matter if the widget is centered necessarily. The widget will pop back to this original offset location, whatever it happens to be.

Second, I have to use the UPDATE keyword to turn updates off and on for the top-level base. In my test program, the code looks like this:

```
Widget_Control, event.top, Update=0  
Widget_Control, event.top, Update=1  
Widget_Control, labelID, Set_Value=newText
```

If I don't do **both** of these things, my widget acts

like it is suppose to.

Do you think there is any chance anyone at ITTVIS will believe me?

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

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