Subject: Re: IDL & ENVI error: WIDGET_CONTROL: Invalid widget identifier: 17
Posted by robintw on Fri, 27 Mar 2009 17:34:33 GMT
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Ahhh! I never knew that I could stop the program running using Ctrl-C
- I knew that was used in other circumstances but I just never thought
to try it in IDL.

That seems to have stopped the problem re-occuring at the moment -
I'll get back to you if I have any more problems.

Thanks a lot for your help (and your book is great too!)

Robin

On Mar 27, 5:30 pm, David Fanning <n...@dfanning.com> wrote:
> OK, then I think the problem is the Terminate command (which
> I didn't even know existed!). I think what happens is that
> things immediately get "terminated" in a way that is not
> foreseen by the software. So when the software goes to
> do something as innocuous as destroy its own top-level
> base, for example, with a command like this:
>
>   Widget_Control, state.tlb, /Destroy
>
> That widget is already destroyed, so it throws the
> "invalid widget identifier" error you are experiencing.
> I think you can probably expect this if you "terminate"
> a program in an unexpected way, since programming for
> the possibility of this kind of error is really WAY
> out of the question. :-)
>
> I think I might try a Cntl-C and see if you can stop
> the program that way, followed by a .Reset maybe. I
> can't even imagine all the havoc that could ensue with
> a "Terminate" command. How come this button doesn't have
> a mushroom cloud icon on it?
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")