Subject: Re: Q: Clearing Widget Events
Posted by David Foster on Wed, 14 Aug 1996 07:00:00 GMT
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szoonem@astro.sunysb.edu (Saeid Zoonematkermani) wrote:
>
> Hello,
>
> I am trying to write my first serious widget application and the debugging
> process is confusing me. I am using IDL 4.0.1 on Mac OS.
>
> When some kind of error happens, the widget hangs up and I clear it with
> by pressing the close button. Then I use "WIDGET_CONTROL,/DESTROY,
> EVENT.TOP" and a "RETALL" after that. I return to the main and fix the bug
> and rerun the widget. The widget comes up but accepts no events and is
> totally incative. I have also tried "WIDGET_CONTROL,/CLEAR_EVENTS" and it
> doesn't seem to help. The only solution I have found, is to restart IDL.
> Does any one have any suggestions? Am I missing some thing very basic?

Your use of WIDGET_CONTROL, /DESTROY, /EVENT.TOP doesn't work for
two possible reasons: (1) since the program crashed, XMANAGER is
no longer processing events from this top-level-base, so
WIDGET_CONTROL doesn't work (you would have to issue the
executive command .CONTINUE to do this); and (2) the program may
crash while in some routine other than the event handler, so
EVENT will be undefined.

To clean things up after a crash, I destroy the widgets manually,
and then issue the commands:

 retall
 xmanager

Actually, I put these commands in a file called "clr", and type:

 @clr

I've tried using

 WIDGET_CONTROL, /RESET

to destroy all active widgets, but this doesn't seem to clear the
error condition, even if "retall" and "xmanager" are issued afterwards.
The next widget that is created is realized, but then you find yourself
at the IDL> prompt! [Any suggestions here?]

Hope this is useful.

Dave Foster
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