
Subject: Re: Q: Clearing Widget Events

Posted by [Peter Mason](#) on Tue, 13 Aug 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Tue, 13 Aug 1996, Saeid Zoonematkermani wrote:

- > 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 inactive. 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?

After manually closing the widget (via the window manager) and typing RETALL, one can sometimes get things back in order by typing XMANAGER (with no arguments) at the command line.

If this doesn't work, try the more drastic WIDGET_CONTROL,/RESET.

But sometimes things simply get too stuck, and the only thing which works is restarting IDL.

An alternative - especially if the bug is due to something simple like an undefined variable - is to kludge a quick fix at the command line (e.g., define the missing variable) and type .CONT

Peter Mason
