
Subject: Q: Clearing Widget Events

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

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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 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?

Thanks in advance,

- Saeid

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