MichaelT writes:

> Yes. Like this:
>
>   ;Get the structure name of the event
>   Case Tag_Names(ev, /Structure_Name) Of
>
>   ;Tell the user what to do. Event is generated when an object is
> mapped/started.
>   'INFO': Begin
>   Widget_Control, self.info, Set_Value = ev.info
>   Return
>   End

You say "processing stops". But what else
would you expect to happen if you set the value of
a widget? Is this an event-driven application?
Maybe "setting the value" needs to fire off another
event to get the next processing step started.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")