
Subject: Re: WIDGET_CONTROL: Invalid widget identifier:
Posted by [DB](#) on Tue, 06 Dec 2011 15:28:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks David,

That was the tip I needed, all it takes is a reset of the idl session
(I imagine I slopply forgot to destroy something). For some reason I
did not think of trying this before.

As usual a question out of ignorance
Thanks
David

On Dec 5, 5:31 pm, David Fanning <n...@dfanning.com> wrote:

```
> DB writes:
>> I am pretty new to idl but have experience in other languages. I am
>> working on a very large program originally created in idl 7, but I am
>> working in idl 8.0.1. The following has been simplified from the
>> program and produces an unusual error
>
>> % Stepped to: ENVI_REAL_MAIN_BASE % WIDGET_CONTROL: Invalid widget
>> identifier: 17.
>
>> This error persists when the problematic portion of code is isolated
>> as below. I have included the entire error message. Any suggestions to
>> my ignorance or ways to overcome/fix this problem.
>
>> pro testt
>> compile_opt idl2
>> envi, /restore_base_save_files
>> envi_batch_init
>
>> End
>
> I'm not much of an ENVI person, but I *think* you have
> execute those two ENVI commands from the IDL main-level.
> That is, not from inside a program module. (I seem to recall
> having the same problem once.)
>
> The invalid widget identifier comes about when you try
> to use a widget identifier in a command and that widget
> no longer exists. This could happen, for example, if you
> saved a program that used widgets, then killed all the widgets.
> When you restore the program, you will have to re-create all
```

> the widgets and update the widget identifiers. Otherwise, this
> is exactly what can happen.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
