
Subject: FG Bug -- Legend/Cleanup

Posted by [Matthew Argall](#) on Wed, 04 Mar 2015 21:02:41 GMT

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So, here are a couple bugs I found a few days ago. I try to make a legend with the RELATIVE keyword, but it is rejected. I then destroy the window object, and the widget is destroyed except for the title bar and the buttons bar. When I click the "X" to close the remaining parts of the window, I get the PSTATE error. I have to reset the IDL session to get rid of the window pieces.

This happens any time legend does not like a keyword (i.e. if something is mistyped).

```
IDL> win = window()
IDL> p1 = plot(/TEST, /CURRENT)
IDL> leg1 = legend(TARGET=p1, POSITION=[1.0, 1.0], HORIZONTAL_ALIGNMENT='RIGHT',
VERTICAL_ALIGNMENT='TOP', /RELATIVE)
% LEGEND: Unknown property: RELATIVE
% Execution halted at: $MAIN$
IDL> obj_destroy, win
```

[Attempt to close remaining part of the window by clicking "X"]

```
% Pointer type required in this context: PSTATE.
% Execution halted at: $MAIN$
```

```
IDL> help, !version
** Structure !VERSION, 8 tags, length=104, data length=100:
ARCH      STRING  'x86_64'
OS        STRING  'darwin'
OS_FAMILY  STRING  'unix'
OS_NAME    STRING  'Mac OS X'
RELEASE    STRING  '8.2'
BUILD_DATE STRING  'Apr 10 2012'
MEMORY_BITS INT     64
FILE_OFFSET_BITS
          INT      64
```
