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Subject: Child widget group leader of its own TLB?  
Posted by [nhbkmich](#) on Mon, 30 Jun 1997 07:00:00 GMT  
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Dear IDL experts,

is it possible (allowed) to make a child widget a group leader of its own top level base?

For me (I'm running IDL 4.0.1 under HP-UX 10.20) this works fine, as long as the child widget is the last one in the hierachy. But if it isn't...

Consider the following example:

```
PRO GroupTest1, Id = Id
  Top = WIDGET_BASE(/ROW)
  Text = WIDGET_TEXT(Top)
  Exit = WIDGET_BUTTON(Top, VALUE = 'Dummy')
  WIDGET_CONTROL, Top, GROUP_LEADER = Text, /REALIZE
  Id = Text
END
```

The text widget is the one, whose id is passed outside and which is supposed to act as group leader. Go ahead:

```
IDL> grouptest1, id = id
IDL> widget_control, id, /destroy
% X windows protocol error: (BadWindow (invalid Window parameter)).
```

Apparently, the window manager has something to complain about. Sometimes - not reproducible for me - this even crashes IDL completely. I've fiddled around with different ways to avoid this error. It disappears when updating is switched off before destroying the text widget. But, according to the manual, manipulating the update state has only effect on Motif based window systems. So that solution would be rather unportable.

I ended up with a kind of group leader cascade:

```
PRO GroupTest1, Id = Id
  Top = WIDGET_BASE(/ROW)
  Text = WIDGET_TEXT(Top)
  Exit = WIDGET_BUTTON(Top, GROUP_LEADER = Text, VALUE = 'Dummy')
  WIDGET_CONTROL, Top, /REALIZE
  WIDGET_CONTROL, Top, GROUP_LEADER = Exit
  Id = Text
END
```

This method is meant to ensure, that there is no widget behind "Text" when "Top" is destroyed. This appears to work, but is it reliable?  
Is there a defined order of evaluation in such a cascade?

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PGP fingerprint = FA BE 6C 1C F6 C3 EC 33 DD 42 6B 7F DE CF 84 B8