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Subject: function graphics curiosity? bug?  
Posted by [Jonathan](#) on Tue, 12 Dec 2017 01:44:51 GMT  
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Have a look at the following code:

```
x = findgen(128)
y = 1.0 + 0.1*randomn(seed,128)
y2 = 1.0 + 0.2 randomn(seed,128)
b = widget_base( xsize=480, xoffset=940, ysize=360, yoffset=0 )
w = widget_window( b, x_scroll_size=470, y_scroll_size=350 )
widget_control, b, /realize
widget_control, w, get_value=d
p = plot( x, y, current=d, xstyle=2, ystyle=2 )
p2 = plot( x, y2, color='red', linestyle="", symbol='+', current=d, /overplot )
d.uvalue = { x:x, y:y, y2:y2, b:b, p:p, p2:p2 }
end
```

This creates a widget window, w, under a base, b, and then places two overlapping plots within that window. Now, if the data changes for the second plot, I would like to do the following steps:

```
y3 = 1.0 + 0.2 randomn(seed,128) ; new data
p2.delete ; erases the p2 data in the plot
p2 = plot( x, y3, color='red', , linestyle="", symbol='+', current=d, /overplot )
d.uvalue.p2 = p2 ; store the plot identifier in the window's uvalue
structure
```

The last line generates the following error message:

```
% Attempt to store into an expression: Structure reference.
% Execution halted at: $MAIN$
```

What has happened is that IDL forgot the type of d.uvalue.p2, so when I try to put a new (identical) p2 there, it rejects the attempt.

This turns out to be a huge hassle for me.

My solution is a kludge, which is to create a new structure for d.uvalue and replace the whole thing, rather than just one element.

Is there a better, simpler way?

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