
Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris
Posted by [David Fanning](#) on Thu, 15 Aug 2002 19:58:55 GMT
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Phillip David (phillip_david@xontech.com) writes:

> I am having a new problem with an old code that runs on a Solaris box.
> The code adds menu items when the user selects certain functions, then
> selects the new button by sending a fake selection event to it using
> Widget_Control, send_event. However, when I attempt to run this code
> under IDL 5.5, I'm getting a warning message about the menu being
> unrealized.
>
> For the sake of brevity, I've stripped it down to the following
> example. When I test my code, I select "Add a button" from the "Test"
> menu, then select the "Am I realized?" button from the same menu. When
> I run it on a PC using either IDL 5.4 or 5.5, I get the message "I AM
> realized". Under Solaris v5.4, I also get "I AM realized". but under
> IDL 5.5, I get "I am NOT realized".
>
> Does anyone have any idea WHY I get the message I do, and WHAT I can do
> about it?

I've no idea WHY you get the message, but surely
you have been working with computers long enough
not to be surprised by something like this. :-)

Let's just say that people who write operating
system software have a sense of humor and leave
it at that.

I expect you *could* try realizing the button after
you created it:

```
new = Widget_Button(parent, $  
    Value='Am I realized?',event_pro='testRealized')  
Widget_control, new, /Realize
```

Let us know.

Cheers,

David

--

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Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris

Posted by [Phillip David](#) on Thu, 15 Aug 2002 20:05:41 GMT

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David Fanning wrote:

```
>
> I expect you *could* try realizing the button after
> you created it:
>
> new = Widget_Button(parent, $
>   Value='Am I realized?',event_pro='testRealized')
>   Widget_control, new, /Realize
>
> Let us know.
```

I had already thought of that, and had tried it. :-)

It didn't help. :-(

(The error messages were identical with or without the explicit realization step).

I even tried adding it using `Notify_Realize='realizeEvent'`, and putting a print statement into `realizeEvent`. It never got triggered.

So even though I can select the menu item from the menu using the mouse, it's "not realized" according to IDL.

GRRRRRRRRrrrrrrrrr.....

Any other ideas?

Phillip

P.S. David -- As always, thanks for the quick response.

Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris

Posted by [David Fanning](#) on Thu, 15 Aug 2002 20:23:24 GMT

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Phillip David (phillip_david@xontech.com) writes:

```
> So even though I can select the menu item from the menu using the mouse,
> it's "not realized" according to IDL.
```

> Any other ideas?

Did you try re-realizing it's parent, the top-level base, etc.? *Somebody* has to know the bugger is hanging around there!

Of course, it could just be a bug.
I hear 5.6 is due out shortly. :-)

Cheers,

David

--

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Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris
Posted by [Phillip David](#) on Thu, 15 Aug 2002 22:46:37 GMT

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David Fanning wrote:

>

> Phillip David (phillip_david@xontech.com) writes:

>

>> So even though I can select the menu item from the menu using the mouse,

>> it's "not realized" according to IDL.

>> Any other ideas?

>

> Did you try re-realizing it's parent, the

> top-level base, etc.? *Somebody* has to know

> the bugger is hanging around there!

>

> Of course, it could just be a bug.

> I hear 5.6 is due out shortly. :-)

Apparently, it is "just a bug", because I have tried everything I could think of, and nothing seems to make IDL recognize that the menu has been realized. I've tried unmapping the menu, adding the new entry, and remapping it. Then I tried desensitizing the menu, adding the new entry, and resensitizing it. I tried both of the above, along with re-realizing the entire menu, then the entire GUI. None of these helped.

I went to read the on-line help, and noticed an indication that a widget

placed into an already-realized hierarchy will be immediately realized.
I am in fact seeing exactly that (since I can click the button), but
apparently, the Solaris version of IDL fails to see that.

As a reminder, though, it does work fine on the PC (both 5.4 and 5.5),
and on Solaris, v5.4.

I'm at the point of considering alternatives to my design.

Phillip

Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris
Posted by [David Fanning](#) on Fri, 16 Aug 2002 02:11:37 GMT
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Phillip David (phillip_david@xontech.com) writes:

> I'm at the point of considering alternatives to my design.

Always a wise choice when you are out of options. :-)

Cheers,

David

--

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Subject: Re: Problems realizing menu changes under IDL 5.5 on Solaris
Posted by [David Shadovitz](#) on Mon, 26 Aug 2002 16:21:45 GMT
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RSI has acknowledged that this* is an IDL bug and will fix it in IDL
5.6.
-David S.

* Phillip David's original description:

The code adds menu items when the user selects certain functions, then
selects the new button by sending a fake selection event to it using
Widget_Control, send_event. However, when I attempt to run this code
under IDL 5.5, I'm getting a warning message about the menu being

unrealized.
