## 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

\_-

David W. Fanning, Ph.D.

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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.
GRRRRRRRrrrrrrrrrrr......
Any other ideas?
Phillip
```

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 View Forum Message <> Reply to Message

Phillip David (phillip\_david@xontech.com) writes:

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

- > 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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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

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