
Subject: Re: blank window pops up after exit xmovie
Posted by [David Fanning](#) on Sat, 10 Jul 2004 01:59:16 GMT
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biophysics writes:

> I'm a newbie with widget programing. I was trying to call your xmovie
> as triggered by a widget_button in the main program. After I exit the
> xmovie there 's only the main program with a draw widget and several
> buttons left. But then if I click on the draw widget, a blank window
> pops up. Will you be able to explain what's wrong with my program?
> What should I do to avoid having this "window,0" pop-up?

XMovie!? What is this, embarrass David week? Sigh...

What's wrong with your program has nothing to do with me. :-)

You don't know where you are drawing your graphics.
When you click in your draw widget, your event handler
is issuing some kind of graphics command, but your
draw widget window isn't the current graphics window.
If it was, the graphics would go into it and not be
forced to open a window itself.

Inside the event handler, you might make the draw widget
the current graphics window by doing something like this:

```
Widget_Control, event.id, Get_Value=wid  
WSet, wid
```

Where event.id is the draw widget.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: blank window pops up after exit xmovie
Posted by [biophys](#) on Sun, 11 Jul 2004 18:58:44 GMT
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Thanks, David. I should put those two lines in the very beginning
instead of into different draw_widget event entries.

```
IF (TAG_NAMES(ev, /STRUCTURE_NAME) eq 'WIDGET_DRAW') THEN BEGIN
  Widget_Control, event.id, Get_Value=wid
  WSet, wid
```

David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1b58fb5da6d61dda9897d3@news.frii.com>...

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> David