
Subject: sub-widget function creates button widgets with different values each time called

Posted by [ms_yong](#) on Thu, 22 Jul 2004 16:32:08 GMT

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Hi all,

I created a small function to create a modal or top-level base to pop up for user input. The base has a CW_FIELD widget and two buttons that say 'ok' and 'cancel'. The first time the big program calls the function the two buttons indeed say 'ok' and 'cancel'. The second time the function is called in the same session of the big program, the CW_FIELD widget has its initial value right, but the two buttons say 'button38' or 'button39' or 'button72', etc. and obviously don't match up with anything in the CASE statement in the event handler. Any tips? I have another widget-creating function that works fine, so I can't see what's going wrong, especially since the button values are hard-coded into the function. Also, any suggestions for the group leader for the modal base (were I to use one)? I arbitrarily picked the top-level base of the big interface- does it really matter? I switched temporarily to using a top-level base for the pop-up because when execution halted for the popup, the whole program doesn't crash like with the modal base which refuses to close itself.

Somewhat unrelated, but if you wish to place a simple vertical line across an image object, do you have to make the image semi-transparent to see the line?

Thanks,

Michelle Yong

Subject: Re: sub-widget function creates button widgets with different values each time called

Posted by [David Fanning](#) on Fri, 23 Jul 2004 18:07:25 GMT

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Michelle Yong writes:

> Apparently, it wasn't the order at all, but the line coordinates not
> matching up with the numbers in viewplane_rect.

Oh, well, yes. Getting **anything** to show up in object graphics is a minor miracle. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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