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Subject: Re: Resetting a DRAW widget to have new size/scroll area...?

Posted by [zawodny](#) on Tue, 01 Nov 1994 12:40:46 GMT

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In article <Pine.SOL.3.91.941031170641.8872A-100000@chroma> Russ Welti  
<rwelti@chroma.mbt.washington.edu> writes:

> I have an application with one main window, which has one  
> drawing area, into which I TV images. Does anyone know:  
> (snip)  
> I have tried DESTROYING and rebuilding the draw widget, but with  
> only partial success at best.  
> (snip)  
> ... When I do it, the window  
> does a quick shrink and resize; but a tv to the new draw widget has  
> no effect, and things get worse from there.  
>  
> Russ Welti

I agree that what you describe should work in principle and I am just about ready to begin working on a similar piece of code myself. If you do indeed need to destroy the widget to get the resize to work then all of the widget id's will change upon recreation. The you will need to do the following:

```
widget_control,root,/realize  
widget_control,get_value=window,draw_widget_id  
wset, window
```

again. Since destroying the widget in my application would cause the loss of all the information stored in UVALUES I guess that the best solution for such an application would be to create a separately realized widget that contains the draw widget by itself. That way destroying and creating these would not force the loss of data (or use of common blocks) and would let the user know that the application did not crash (since the "control panel" widget would still exist and respond).

Good Luck,

--

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Subject: Re: Resetting a DRAW widget to have new size/scroll area...?

Posted by [8015](#) on Tue, 01 Nov 1994 15:53:31 GMT

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In article <Pine.SOL.3.91.941031170641.8872A-100000@chroma>,

Russ Welti <rwelti@chroma.mbt.washington.edu> wrote:

> I have an application with one main window, which has one  
> drawing area, into which I TV images. Does anyone know:  
>

...

> I have tried DESTROYING and rebuilding the draw widget, but with  
> only partial success at best. This is probably what I would do in X  
> Windows...  
>

And more than likely the way to do it in IDL widgets, too.

> Does anyone know if it is even possible to destroy and replace widgets  
> from a realized, event-looping application?

Yeah, it's very possible. It takes only a dozen lines of code or so to  
destroy, rebuild it and tie it back into the application.

> When I do it, the window  
> does a quick shrink and resize; but a tv to the new draw widget has  
> no effect, and things get worse from there.

Sounds like you may have forgotten to "wset" the new window ID to the  
new draw widget. A piece of code for doing that would be something  
like:

```
Widget_Control, drawwin, Get_Value=wid  
WSet, wid
```

If you don't mind showing a little code one or more of us can probably  
straighten out the problem with less guesswork. Or you can email it if  
you want a smaller audience.

>  
> My interim working solution at the moment is to destroy the entire  
> BASE widget and rebuild the app from scratch, as if it was the first  
> invocation. This is a bit disconcerting, as the app disappears for a  
> few seconds, and one wonders if it crashed... ;)

Would it make things easier if the drawing widget hierarchy were  
separate from the rest of the interface? That's also possible to do.  
That way you can destroy and rebuild the drawing hierarchy without the  
rest of the interface being affected at all. I think it looks cleaner,  
but it may not lend itself to your application.

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