
Subject: Re: Problem with save and VM

Posted by [David Fanning](#) on Wed, 03 May 2006 13:07:40 GMT

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MichaelT writes:

> I have come across a problem that I am not able to solve myself.
>
> I have programmed a GUI using widgets which runs fine under IDL 6.0. No
> problems. Then I exported it to a .sav file using "save, 'file.sav',
> /routines" after compiling and "resolve all", to distribute it to some
> other people.
> I tested the .sav and I always get the following error message:
> "The following error was encountered: WIDGET_CONTROL: Invalid widget
> identifier: 3.
>
> So obviously the program is not able to identify the widget that I try
> to use for drawing some initial figure. The same (with a different
> identifier) occurs with all other widgets.
>
> All that worked fine in a previous, less developed version of the
> program.
>
> What is going on? Can anybody help?

The most common reason widget programs fail in the VM is that they rely on command line blocking instead of being written as modal widgets. Thus, programs run through their blocks and try to act with information that hasn't been collected yet.

It is hard to tell if this is the problem here, but this is where I would look first.

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: Problem with save and VM

Posted by [MichaelT](#) on Wed, 03 May 2006 14:22:32 GMT

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Thanks for your quick answer, David. As I am not an IDL expert I am not

quite sure what that means, though :-/

In my program I try to use the draw widgets immediately after realizing the GUI (main program). That is the part that is obviously the problem, because I don't get that error message after ommiting these lines. How can I circumvent this? I already tried to put all this into another sub-routine, but without success.

Thanks, Michael

ps.: Your great IDL page has given me valuable IDL programming tips countless times, thanks for that :-)

Subject: Re: Problem with save and VM
Posted by [JD Smith](#) on Wed, 03 May 2006 21:18:48 GMT
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On Wed, 03 May 2006 07:07:40 -0600, David Fanning wrote:

- > The most common reason widget programs fail in the VM is that
- > they rely on command line blocking instead of being written
- > as modal widgets. Thus, programs run through their blocks
- > and try to act with information that hasn't been collected
- > yet.

Didn't that problem get fixed in 6.1?

Subject: Re: Problem with save and VM
Posted by [David Fanning](#) on Thu, 04 May 2006 01:05:15 GMT
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MichaelT writes:

- > Thanks for your quick answer, David. As I am not an IDL expert I am not
- > quite sure what that means, though :-/

Well, this is probably something else, then. :-)

- > In my program I try to use the draw widgets immediately after realizing
- > the GUI (main program). That is the part that is obviously the problem,
- > because I don't get that error message after ommiting these lines.
- > How can I circumvent this? I already tried to put all this into another
- > sub-routine, but without success.

You might have to start with a MUCH simpler program and show it to us.

> ps.: Your great IDL page has given me valuable IDL programming tips
> countless times, thanks for that :-)

I'd read the articles on widget programming again, especially the one of the difference between blocking and modal widgets, and maybe the article on modal dialog widgets. But I'm thrilled that you are reading. Thanks. :-)

Cheers,

David

--

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Subject: Re: Problem with save and VM
Posted by [David Fanning](#) on Thu, 04 May 2006 01:06:46 GMT
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JD Smith writes:

> Didn't that problem get fixed in 6.1?

Not as far as I know. :-)

Cheers,

David

--

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Subject: Re: Problem with save and VM
Posted by [JD Smith](#) on Thu, 04 May 2006 17:10:00 GMT
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On Wed, 03 May 2006 19:06:46 -0600, David Fanning wrote:

> JD Smith writes:

>

>> Didn't that problem get fixed in 6.1?

>

> Not as far as I know. :-)
>
> Cheers,
>
> David

I found this in the 6.1 release notes:

Because XMANAGER did not honor the NO_BLOCK keyword in previous releases, widget applications that worked properly (that is, not blocking) when run in a licensed full version of IDL behaved differently when run in Runtime or Virtual Machine mode. This difference in behavior has been removed; widget applications should behave identically (with regard to blocking behavior) in all IDL licensing modes

JD

Subject: Re: Problem with save and VM
Posted by [MichaelT](#) on Fri, 05 May 2006 15:35:40 GMT
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I read the pages on modal/blocking widgets but it did not quite help me and I don't know if that applies to my problem.

So, here is a very simple program which has the same problem as the real one:

```
PRO TEST, GROUP = GROUP
```

```
    BASIS = WIDGET_BASE(XSIZE = 400, YSIZE = 300, /COLUMN)
```

```
    INFO = {TYPE: 'LOAD'}
```

```
    B_LOAD = WIDGET_DRAW(BASIS, XSIZE = 24, YSIZE = 24,  
/BUTTON_EVENTS, UVALUE = INFO)
```

```
    XMANAGER, 'TEST', BASIS, GROUP_LEADER = GROUP, /NO_BLOCK  
    WIDGET_CONTROL, BASIS, /REALIZE
```

```
    WIDGET_CONTROL, B_LOAD, GET_VALUE = WID  
    WSET, WID  
    PLOTS, [0, 1], [0, 1], /NORMAL
```

```
END
```

```
PRO TEST_EVENT, EV
```

WIDGET_CONTROL, EV.ID, GET_UVALUE = INFO

CASE INFO.TYPE OF
 'LOAD': BEGIN
 END
 ENDCASE

END

If I omit the three lines after realizing, the program works fine in VM. I hope that helps you helping me :-)

Michael

Subject: Re: Problem with save and VM
Posted by [David Fanning](#) on Fri, 05 May 2006 15:51:12 GMT
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MichaelT writes:

> I read the pages on modal/blocking widgets but it did not quite help me
> and I don't know if that applies to my problem.
>
> So, here is a very simple program which has the same problem as the
> real one:
> If I omit the three lines after realizing, the program works fine in
> VM. I hope that helps you helping me :-)

Ah, well. Make the XMANAGER call the LAST one in your program and you will be fine. :-)

Cheers,

David

--

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Subject: Re: Problem with save and VM
Posted by [MichaelT](#) on Fri, 05 May 2006 16:00:52 GMT
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Oh, is that all... :-))

Wouldn't have thought that could be the problem. I had never read the xmanager command had to be the last one...

Many thanks David!
Michael
