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Subject: Re: Destroying Multiple Widgets

Posted by [David Fanning](#) on Tue, 04 Sep 2007 13:36:58 GMT

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2d@onetel.com writes:

> Could anyone help me with a widget program to create multiple widgets  
> which are not linked to a single base widget, so I can use the space  
> more economically on the screen?  
>  
> All of the widget programs I have seen link descendent widgets to a  
> base widget via the widget\_base commands, and then quit all widgets by  
> destroying the base widget.  
>  
> The problem with this is that having all widgets within a single base  
> widget space means there is lots of unused space in the base widget.  
> Better would be to have each widget on its own so there is no unused  
> space in the widgets windows.  
>  
> To do this I tried creating multiple base widgets and this created the  
> widget effectively. However, when I tried to destroy them with widget  
> control, IDL complained that I was supplying an invalid widget ID. As  
> I printed out the widget ID, I knew that it was not invalid.  
>  
> I have transferred the widget ID of the second base widget to be  
> destroyed through a common block, as below. In programme (omitting  
> some lines for clarity) I had:  
>  
> ; Widget event handler module  
> pro widgets\_quit, ev  
> common imager, base\_id2  
> widget\_control, ev.top, /destroy  
> widget\_control, base\_id2, /destroy  
> end  
>  
> ; Widget definition module.  
> pro widgets  
> common imager, base\_id2  
> base\_id = widget\_base(title = 'Control', /column)  
> base\_id2 = widget\_base(title = 'Control2', /column)  
> quit\_id = widget\_button(base\_id, value='finish',  
> event\_pro='widgets\_quit')  
> widget\_control, base\_id, /realize  
> widget\_control, base\_id2, /realize  
> xmanager, 'widgets', base\_id  
> xmanager, 'widgets', base\_id2  
>  
> Problem is when I run this I get an error: % XMANAGER: Invalid widget

> ID.  
>  
> Any suggestions? For example is multiple xmanager calls in the widget  
> definition module allowed.

I think your error message is caused by your second XMANAGER call not being executed (since the first XMANAGER blocks) until after you have destroyed the base\_id2 widget. Either set a NO\_BLOCK or JUST\_REG keyword on the first XMANAGER call and the error will probably go away.

But this is the wrong way to do this, anyway. :-)

It relies on your user ending the program with the QUIT button, which users seldom do. Instead, they kill the widget with their mouse. What you want to do is use a CLEANUP procedure to find out when a widget dies. (You can use a CLEANUP keyword on the XMANAGER call to assign the cleanup procedure.) And you want to use a GROUP\_LEADER keyword, which ITTVIS is always shortening to GROUP, to assign group leaders to your widgets. When a group leader dies, any widget belonging to that group will die with it. You could have something like this.

```
; Widget event handler module
pro widgets_quit, ev
widget_control, ev.top, /destroy
end
```

```
; Widget definition module.
pro widgets
base_id = widget_base(title = 'Control', XSIZE=100)
base_id2 = widget_base(title = 'Control2', XSIZE=100, $
  group_leader=base_id)
widget_control, base_id, group_leader=base_id2
quit_id = widget_button(base_id, value='finish', $
  event_pro='widgets_quit')
widget_control, base_id, /realize
widget_control, base_id2, /realize
xmanager, 'widgets', base_id, /just_reg
xmanager, 'widgets', base_id2
end
```

Cheers,

David

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David Fanning, Ph.D.  
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: Destroying Multiple Widgets  
Posted by [2d](#) on Wed, 05 Sep 2007 19:27:23 GMT  
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Dave,  
that worked perfectly !  
Many thanks.

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