
Subject: widget_button on a IDLgrWindow in WINDOWS / UNIX

Posted by [natha](#) on Mon, 02 Nov 2009 20:48:54 GMT

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Hi guys,

Using windows, I realized that if I want to display a WIDGET_BUTTON on a IDLgrWindow I have to draw the WIDGET_BUTTON before the WIDGET_DRAW that represents the window.

Otherwise, in a Unix platform the order is not important. I'm talking about the following example code:

```
base=WIDGET_BASE()

draw=WIDGET_DRAW(base,xsize=200,ysize=200, RETAIN=0, RENDERER=1,
GRAPHICS_LEVEL=2)
WIDGET_CONTROL, base,/realize
WIDGET_CONTROL, draw, GET_VALUE=owindow
owindow->SetProperty, QUALITY=2
oview=obj_new('IDLgrview',viewplane_rect=[0,0,200,200])
butt=WIDGET_BUTTON(base,VALUE='TEST',XOFFSET=50,YOFFSET=50,X SIZE=100)
owindow->draw, oview
```

I obtain different results running this code on Unix and Windows. In windows, If I want to see the widget_button I've to declare it before the widget_draw. Using linux, the order is not important. Why ?

I've problems with my code for this reason and I was thinking that maybe there is a way to declare the buttons at the end without problems. I mean, maybe somebody knows how to display the buttons on the window although the declaration is at the end.

Thanks,
natha
