
Subject: Re: (Another) IDL 4.0 widget bug & workaround

Posted by [djackson](#) on Thu, 15 Jun 1995 07:00:00 GMT

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I said:

> I hope my running to column 80 doesn't make this unreadable! (if so,
> I'll fix and repost)

Sorry, and here 'tis!

Cheers,
-Dick

;IDL Version: 4.0

;Platform: IRIX 5.3

;Symptom: Adding widgets to a base within an already-realized scrolling

; base

; sometimes causes widgets to disappear.

;Details: If we are adding the new widget into empty space that's

; already there

; (say, an open corner of a base) which causes no change in the
; top-level widget's size, all widgets in the top-level base
; disappear.

; However, if adding the new widget causes an expansion or
; contraction,

; it works fine! Running the code below illustrates this
; clearly.

; Put this into a .pro file, .run it, and watch the resulting
; window
; as you hit Enter to let it proceed.

;Workaround: Anytime a widget is added, add a dummy widget somewhere to

; kick

; the top-level widget to grow, then destroy the dummy
; widget.

```
t = systime(1)
```

```
b = widget_base(title = 'Widget Test Window', x_scroll_size = 300, $  
                y_scroll_size = 300)
```

```
frame_flag = 1
```

```
b_inner = widget_base(b, /column, frame = frame_flag)
```

```
widget_control,b,/realize
```

```
s = "
```

```

text_list = [0L]
label_list = [""]
for i = 1, 2 do begin
  bi = widget_base(b_inner, /row, frame=frame_flag)
  for j = 1, 2 do begin
    bj = widget_base(bi, /column, frame=frame_flag)
    for k = 1, 2 do begin
      bk = widget_base(bj, /row, frame=frame_flag)
      for l = 1, 2 do begin
        label = strtrim(long(total([i, j, k, l] * $
                                [1000, 100, 10, 1])), 2)
        wt = widget_text(bk, value = label, xsize = 4)

        ;; The bug caused by the preceding line:
        ;; If adding the new widget causes no change in the containing
        ;; widgets'
        ;; size, all widgets in the top-level base disappear.
        ;; However, if adding the new widget causes an expansion or
        ;; contraction
        ;; it's OK!

        ;; In this 4x4 grid of text widgets created, X=ones that show
        ;; bug, O=OK
        ;; O O O O
        ;; O X X X
        ;; O X X X
        ;; O X X X

        print, 'Created widget ' + label
        text_list = [wt, text_list]
        label_list = [label, label_list]

        read, s          ; pause for user to hit Enter

        ;; Trying to fix by adding/removing extra widget from top base
        ;; THIS WORKS!!
        dummy = widget_base(b_inner)
        widget_control, dummy, /destroy
        print, 'Fixed (if broken) by adding and destroying base '+ $
              'within base b_inner.'
        read, s

      end
    end
  end
end

for i = 0, n_elements(text_list)-2 do begin

```

```
widget_control, text_list(i), /destroy  
print, 'Destroyed widget ' + label_list(i)  
read, s  
end
```

```
print, 'Execution time: '+strtrim(systime(1)-t)+' seconds.'
```

```
end
```

-Dick

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Opinions are mine alone. National Research Council Canada, Winnipeg
"And I told him my dream was to live for all time
In some perfect refrain, like the man who wrote 'Danny Boy'.
- Joe Jackson, from the album _Night_Music_, 1994.
