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Subject: Re: Ghost Widgets!

Posted by [David Fanning](#) on Tue, 30 Aug 2011 14:48:25 GMT

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David Fanning writes:

> You might think the solution would be to exit  
> the stopped routine after I had killed the  
> widget and before I compiled and ran the  
> program again. But, even this doesn't work.  
> I just can't figure out a way to get into  
> my clean-up routine from withing a stopped  
> program.

If I return out of the stopped program, THEN  
kill the window, all is well. But, does anyone  
understand why this would be the case?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: Ghost Widgets!

Posted by [bill.dman](#) on Tue, 30 Aug 2011 17:31:57 GMT

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Hi David,

I'm not sure, but this might be worth a try:

```
;=====
;+
; NAME:      runwids
; ONELINER:  An IDL batch file (script) that activates non-blocked
widgets after a STOP is encountered
; FACILITY:  Debugging, widgets, stop, xmanager
; LANGUAGE:  IDL
; EXECUTABLE:
; USAGE:    @runwids (Then, use control-C to return to the command
line when ready)
; URL:
```

```
; AUTHOR:    w dieckmann, inspired by comp.lang.idl-pvwave
; CREATED:   2004-08-31
;
; ARGUMENTS:
;
; RETURNS:
;
; MODIFIED:
;
; DESCRIPTION: Non blocking widgets and iTools come to a screeching
halt when a STOP is
;             encountered. This script reactivates the widgets until
control-C is pressed,
;             which returns control to the command line in the
context of the STOP. Note,
;             you should wait until widget event code or iTool
calculations are complete
;             before doing control-C, or you can end up in the
context of those codes.
;-

print, '@runwids: Running widget events. Press control-C to stop.' $
& while 1 do begin & wait, 0.05 & undefine, widget_event(/NOWAIT) &
endwhile
```

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Subject: Re: Ghost Widgets!  
Posted by [pfp](#) on Tue, 30 Aug 2011 20:13:58 GMT  
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On Aug 30, 11:48 am, David Fanning <n...@idlcoyote.com> wrote:

```
> David Fanning writes:
>> You might think the solution would be to exit
>> the stopped routine after I had killed the
>> widget and before I compiled and ran the
>> program again. But, even this doesn't work.
>> I just can't figure out a way to get into
>> my clean-up routine from withing a stopped
>> program.
>
> If I return out of the stopped program, THEN
> kill the window, all is well. But, does anyone
> understand why this would be the case?
```

This is what I was expecting. Is this not the same problem of the widgets being halted by the breakpoint as

[http://www.idlcoyote.com/misc\\_tips/breakptrun.html](http://www.idlcoyote.com/misc_tips/breakptrun.html)

?

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Subject: Re: Ghost Widgets!

Posted by [David Fanning](#) on Tue, 30 Aug 2011 20:22:53 GMT

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pfp writes:

> This is what I was expecting. Is this not the same problem of the  
> widgets being halted by the breakpoint as  
>  
> [http://www.idlcoyote.com/misc\\_tips/breakptrun.html](http://www.idlcoyote.com/misc_tips/breakptrun.html)  
>  
> ?

Probably, but shouldn't the "kill" event still be registered (after all, it *has* occurred!) when the program resumes with the RETALL? It seems to me a call-back is a different sort of an animal from a simple widget event.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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