
Subject: Re: Q: Clearing Widget Events

Posted by [Peter Mason](#) on Tue, 13 Aug 1996 07:00:00 GMT

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On Tue, 13 Aug 1996, Saeid Zoonematkermani wrote:

- > I am trying to write my first serious widget application and the debugging
- > process is confusing me. I am using IDL 4.0.1 on Mac OS.
- >
- > When some kind of error happens, the widget hangs up and I clear it with
- > by pressing the close button. Then I use "WIDGET_CONTROL,/DESTROY,
- > EVENT.TOP" and a "RETALL" after that. I return to the main and fix the bug
- > and rerun the widget. The widget comes up but accepts no events and is
- > totally inactive. I have also tried "WIDGET_CONTROL,/CLEAR_EVENTS" and it
- > doesn't seem to help. The only solution I have found, is to restart IDL.
- > Does any one have any suggestions? Am I missing some thing very basic?

After manually closing the widget (via the window manager) and typing RETALL, one can sometimes get things back in order by typing XMANAGER (with no arguments) at the command line.

If this doesn't work, try the more drastic WIDGET_CONTROL,/RESET.

But sometimes things simply get too stuck, and the only thing which works is restarting IDL.

An alternative - especially if the bug is due to something simple like an undefined variable - is to kludge a quick fix at the command line (e.g., define the missing variable) and type .CONT

Peter Mason

Subject: Re: Q: Clearing Widget Events

Posted by [Robert Moss](#) on Tue, 13 Aug 1996 07:00:00 GMT

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Saeid Zoonematkermani wrote:

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- > Does any one have any suggestions? Am I missing some thing very basic?
- >

If you get an error, try simply using "RETALL" followed by "XMANAGER"

at the idl> prompt. If you are not saving any widget state information in uvalues using /no_copy, this will often work just fine. If you are using uvalues with the /no_copy option, the "retall" will cause you to be unable to re-enter the xmanager successfully. In this case, I do this: "retall", close the top level widget base using the window manager (it wont always disappear immediately), then type "xmanager". This will cause the widget hierarchy to be destroyed, and you can restart it without restarting idl.

--

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This does not necessarily reflect the opinions of Texaco Inc.

Subject: Re: Q: Clearing Widget Events
Posted by [rigby](#) on Tue, 13 Aug 1996 07:00:00 GMT
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Try typing "xmanager", with no arguments, to the IDL prompt. That works for me (under SunOS).

Subject: Re: Q: Clearing Widget Events
Posted by [David Foster](#) on Wed, 14 Aug 1996 07:00:00 GMT
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szoonem@astro.sunysb.edu (Saeid Zoonematkermani) wrote:

>
> Hello,
>
> I am trying to write my first serious widget application and the debugging
> process is confusing me. I am using IDL 4.0.1 on Mac OS.
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> When some kind of error happens, the widget hangs up and I clear it with
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> doesn't seem to help. The only solution I have found, is to restart IDL.
> Does any one have any suggestions? Am I missing some thing very basic?

Your use of WIDGET_CONTROL, /DESTROY, /EVENT.TOP doesn't work for two possible reasons: (1) since the program crashed, XMANAGER is no longer processing events from this top-level-base, so WIDGET_CONTROL doesn't work (you would have to issue the

executive command .CONTINUE to do this); and (2) the program may crash while in some routine other than the event handler, so EVENT will be undefined.

To clean things up after a crash, I destroy the widgets manually, and then issue the commands:

```
retall  
xmanager
```

Actually, I put these commands in a file called "clr", and type:

```
@clr
```

I've tried using

```
WIDGET_CONTROL, /RESET
```

to destroy all active widgets, but this doesn't seem to clear the error condition, even if "retall" and "xmanager" are issued afterwards. The next widget that is created is realized, but then you find yourself at the IDL> prompt! [Any suggestions here?]

Hope this is useful.

Dave Foster
foster@bial1.ucsd.edu

Subject: Re: Q: Clearing Widget Events
Posted by [steinhh](#) on Thu, 15 Aug 1996 07:00:00 GMT
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In article <4utfr2\$av4@news1.ucsd.edu>, David Foster <foster@bial1.ucsd.edu> writes:

```
|> I've tried using  
|>  
|> WIDGET_CONTROL, /RESET  
|>  
|> to destroy all active widgets, but this doesn't seem to clear the  
|> error condition, even if "retall" and "xmanager" are issued afterwards.  
|> The next widget that is created is realized, but then you find yourself  
|> at the IDL> prompt! [Any suggestions here?]  
|>
```

What usually works fairly well in this situation is simply

```
IDL> xmanager
```

Since you have a fresh, newly registered widget that is initialized for event processing (but the first xmanager was a fall-through one), you seldom have problems with your widget being in an inconsistent state.

I found another thing that works is to make your new widget (after the crash, retall, reset) MODAL, this makes the widget program's own xmanager call work, even though it believes that there's another call to xmanager (the one it tries to fall back on if non-MODAL operation was requested).

The problem with this is if you're developing a suite of widget applications that really shouldn't be modal.

I've observed that if you do the following:

- 1 Start a widget
- 2 Crash it
- 3 retall, widget_control,/reset, etc. etc.
- 4 Restart a widget, ending up at the IDL> prompt
- 5 Type XMANAGER to process events for the new widget
- 6 Press the "done" button (or whatever) on the new widget, for a graceful death.

then

- 7 the next restart of the widget has no problems.

So if we can make a cleanup file that does steps 3-6 automatically, we have a cleanup file that takes care of this type of problem.

The difficult thing is step 6, but one could probably do this automatically through the use of a TIMER event.

Haven't done this yet, but it might be worth a try.

Stein Vidar
