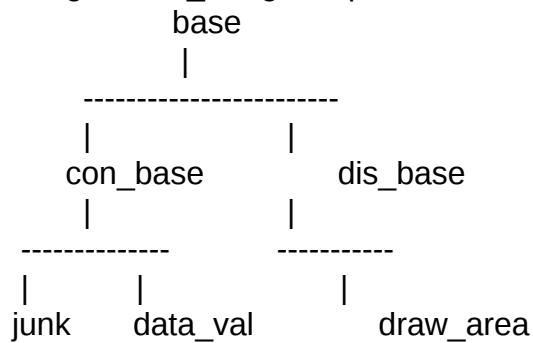

Subject: What is wrong with these widgets?

Posted by [hegde](#) on Mon, 15 Sep 1997 07:00:00 GMT

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Hi,

While porting my IDL4.0 program to IDL5.0, I came across this weird behavior of widgets. The widget 'junk' (see the code below) starts expanding when the label widget 'data_val' gets updated. The widget tree is as follows:



I tested it under IRIX6.2 (SGI Indy, Indigo2) and IRIX6.4 (SGI Octane).
Can somebody explain this?.

Thanks,

-M. Hegde

-----cut here-----

```
PRO draw_event, event
```

```
; when there is a mouse event, display a random number
```

```
widget_control, event.top, get_uvalue=info
```

```
str = STRING ( format='(G13.7)',randomu(s))
```

```
widget_control, info.val, set_value=str[0]
```

```
end
```

```
PRO test_event, event
```

```
END
```

```
PRO test
```

```
; create the base
```

```
base = WIDGET_BASE ( /ROW, /NO_COPY, TITLE='Display' )
```

```
con_base = WIDGET_BASE ( base, COLUMN=1 )
```

```
dis_base = WIDGET_BASE ( base, COLUMN=1 )
```

```
width = 60
```

```
; create a dummy widget
```

```
junk = WIDGET_BASE ( con_base, ROW=2, /FRAME )
```

```
l_base = con_base
; create a label widget for display
data_val = WIDGET_LABEL ( l_base, VALUE='no data', $
    XSIZE=3*width, /FRAME )
; create a drawing area
draw_area = WIDGET_DRAW ( dis_base, XSIZE=100, YSIZE=100, $
    /motion_events, event_pro='draw_event' )

info = { val:data_val, draw_area:draw_area }
; realize the base
WIDGET_CONTROL, base, /REALIZE, SET_UVALUE=info
; manager it
XMANAGER, 'test', base, EVENT_HANDLER='test_event'
END
```

-----cut here-----
