Subject: Re: Problem with scrollable draw widgets and frames
Posted by davidf on Mon, 13 Apr 1998 07:00:00 GMT

Dyer Lytle (dlytle@as.arizona.edu) writes:

> I had an interesting problem today with a program which was
> giving me an error I don't understand. I've condensed the
> program and included it below. The program pops up a small
> widget with a 'pushme' button. When I push the button, the
> program attempts to pop up another widget containing a scrollable
> graphics window but it dies in the attempt. This is IDL 5.03
> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
> operating system.
>
> The funny thing is, if I remove the "frame = 1" keyword from the
> draw widget definition, it works fine!

This code works fine on my Windows NT machine in IDL 5.0.3.
Perhaps it is a Motif problem.

Cheers,

David

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

Subject: Re: Problem with scrollable draw widgets and frames
Posted by mgs on Tue, 14 Apr 1998 07:00:00 GMT

In article <MPG.f9c6394ce0e0e42989780@news.frii.com>, davidf@dfanning.com
(David Fanning) wrote:

> Dyer Lytle (dlytle@as.arizona.edu) writes:
>
>> I had an interesting problem today with a program which was
>> giving me an error I don't understand. I've condensed the
>> program and included it below. The program pops up a small
>> widget with a 'pushme' button. When I push the button, the
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>> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
>> operating system.
>>
>> The funny thing is, if I remove the "frame = 1" keyword from the
>> draw widget definition, it works fine!
>
> This code works fine on my Windows NT machine in IDL 5.0.3.
> Perhaps it is a Motif problem.

Works fine on my Mac, as well. Cast another vote for a Motif problem.

--
Mike Schienle   Interactive Visuals
mgs@sd.cybernex.net   http://ww2.sd.cybernex.net/~mgs/

Subject: Re: Problem with scrollable draw widgets and frames
Posted by David Foster on Tue, 14 Apr 1998 07:00:00 GMT
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Dyer Lytle wrote:
>
> Hi all,
>
> I had an interesting problem today with a program which was
> giving me an error I don't understand. I've condensed the
> program and included it below. The program pops up a small
> widget with a 'pushme' button. When I push the button, the
> program attempts to pop up another widget containing a scrollable
> graphics window but it dies in the attempt. This is IDL 5.03
> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
> operating system.
>
> The funny thing is, if I remove the "frame = 1" keyword from the
> draw widget definition, it works fine!
>
> I don't know if this is platform specific, perhaps it is. Anyway
> the error message I get is (and I get dumped out of IDL!):
>

Note that you can use the following workaround and it works
(I'm on a Sun Ultra1, IDL 5.0.3):

```
pro test2, leader
  a = Widget_Base(Title='test', /Column, Group_Leader=leader, /Modal)
  B = WIDGET_BASE(A, /FRAME)    ; ADD THIS LINE
  d = Widget_Draw(B, $          ; CHANGE ARG1 FROM "a" TO "B"
    ; frame = 1, $              ; COMMENT OUT THIS LINE
```

```
        XSize=100, YSize=100, /Scroll, X_Scroll_Size=50, Y_Scroll_Size=50)

  Widget_Control, a, /Realize
end

pro x_event, event
  test2,event.top
end

pro test
  x = Widget_Base(Title='test', /Column, XOffset=200, YOffset=200)
  y = Widget_Button(x, Value='pushme')
  Widget_Control, x, /Realize
  Xmanager, 'x', x, Event_Handler='x_event'
end
```

Dave
--

```
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ~~~~~~
   David S. Foster        Univ. of California, San Diego
    Programmer/Analyst     Brain Image Analysis Laboratory
   foster@bial1.ucsd.edu  Department of Psychiatry
    (619) 622-5892          8950 Via La Jolla Drive, Suite 2240
                 La Jolla, CA  92037
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ~~~~~~
```

Subject: Re: Problem with scrollable draw widgets and frames
Posted by dlhopols on Tue, 14 Apr 1998 07:00:00 GMT
View Forum Message <> Reply to Message

In article <35329F22.D77F9004@as.arizona.edu>,
  Dyer Lytle <dlytle@as.arizona.edu> wrote:
>
> Hi all,
>
> I had an interesting problem today with a program which was
> giving me an error I don't understand. I've condensed the
> program and included it below. The program pops up a small
> widget with a 'pushme' button. When I push the button, the
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> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
> operating system.
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> The funny thing is, if I remove the "frame = 1" keyword from the

> draw widget definition, it works fine!
>
> I don't know if this is platform specific, perhaps it is. Anyway
> the error message I get is (and I get dumped out of IDL!):

Hi Dyle,
 I ran your program on my SGI
IDL> print,!version
{ mipseb IRIX unix 5.0 Apr 28 1997}

I get the same error messages as you and also get thrown out of IDL.
 Without the FRAME, it works.

Rose

Subject: Re: Problem with scrollable draw widgets and frames
Posted by Harald Frey on Wed, 15 Apr 1998 07:00:00 GMT
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Dyer Lytle wrote:

> Hi all,
>
> I had an interesting problem today with a program which was
> giving me an error I don't understand. I've condensed the
> program and included it below. The program pops up a small
> widget with a 'pushme' button. When I push the button, the
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> graphics window but it dies in the attempt. This is IDL 5.03
> and/or IDL 5.1 Beta running on a Sun Ultra-2 with the Solaris
> operating system.
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> The funny thing is, if I remove the "frame = 1" keyword from the
> draw widget definition, it works fine!
>
> I don't know if this is platform specific, perhaps it is. Anyway
> the error message I get is (and I get dumped out of IDL!):
>

 I get the same problem and error messages on sparc sunos unix 5.0.3.

Harald Frey
SSL-UCB
hfrey@ssl.berkeley.edu