
Subject: Problem with scrollable draw widgets and frames

Posted by [Dyer Lytle](#) on Mon, 13 Apr 1998 07:00:00 GMT

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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!):

IDL> test

% Compiled module: TEST.

% Compiled module: XMANAGER.

Warning:

 Name: VertScrollBar

 Class: XmScrollBar

 The scrollbar page increment is less than 1.

Warning:

 Name: HorScrollBar

 Class: XmScrollBar

 The scrollbar page increment is less than 1.

Error: Widget ScrolledWindowClipWindow has zero width and/or height

The program code is the following:

pro test2, leader

 a = Widget_Base(Title='test', /Column, Group_Leader=leader, /Modal)

 d = Widget_Draw(a, \$

```
frame = 1, $  
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
```

Anybody know what I'm doing wrong or if this is a known bug?

Thanks,

-Dyer

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Dyer Lytle
dlytle@as.arizona.edu
<http://tigger.as.arizona.edu/~dlytle>
HST NICMOS Project
Steward Observatory
University of Arizona
