
Subject: Re: Widget draw problems...

Posted by [Pavel Romashkin](#) on Thu, 29 Apr 1999 07:00:00 GMT

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- > But I've been racking my brain unsuccessfully
- > trying to think of a reason to destroy a draw widget. :-(

Speaking about the reasons: I put in the /destroy on a draw widget once as a response of the application to a very reckless user action, so that an over-excited user could notice that he did something very wrong, if it caused half of the application to collapse and the rest lost any symmetrical shape. I did not try to recover the application after that though, just made it quit totally after another mouse click (which most people do instinctively when something goes wrong). I couldn't think of any other reason...

cheers,
Pavel

Subject: Re: Widget draw problems...

Posted by [davidf](#) on Thu, 29 Apr 1999 07:00:00 GMT

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Luis Oliveira (euluis@netscape.net) writes:

- > I have the following message error on my program, when I destroy a draw
- > widget and create another in the same base widget (it isn't a top level
- > base). But this doesn't happen all the times, just when I switch between the
- > widgets without drawing more than one time to each!
- >

> goes some output that I copied to this message:

- >
- > IDL> .STEP
- > % Program caused arithmetic error: Floating illegal operand
- > ;self.wdvel contains the ID of the draw widget:
- > IDL> help, self.wdvel
- > <Expression> LONG = 273
- >
- > ;The statement that caused the error was:
- > widget_control, self.WDvel, /DESTROY
- > ;self.WDvel is a draw widget ID.
- >
- > If you've stepped on this problem, please help me!

There is not enough information here to solve this problem, but here are two things to think about:

1. Why in the world would you be destroying a draw widget and creating another one? and,

2. Are you certain you are not confusing the draw widget's identifier with the draw widget's window index number, which is the *value* of the draw widget.

We would have to see more code to be certain of what you are doing. But I've been racking my brain unsuccessfully trying to think of a reason to destroy a draw widget. :-(

Cheers,

David

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