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Subject: Re: Widget Flakiness

Posted by [J.D. Smith](#) on Thu, 25 Sep 1997 07:00:00 GMT

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Matthew J. Sheats wrote:

>  
> The following problem occurs in NT 4.0 under IDL 5.0.0. I haven't  
> tried the program on other platforms. I have a program which repeatedly  
> updates a LABEL widget on a base widget several thousand times. It  
> basically just writes out pixels which it has processed.  
>  
> Also there is a make-shift percentage status bar which gets updated  
> regularly. After the display has been updated about ( don't laugh )  
> 14,232 times, the widget locks up.. nothing more gets displayed.  
>  
> The percentage bar's "bar" disappears much earlier.. but the text  
> display in the draw widget continues to update for the entire life of  
> the widget.  
>  
> All operations continue to take place behind the scenes and the run  
> actually does go to completion. When the run completes, the entire  
> screen corrupts. Windows flash around and makes things generally  
> un-usable. In some cases I can use the task bar to close the run away  
> widget and recover, however in most cases I have to reboot.  
>  
> Has anyone ever experienced this kind of thing before?  
>  
> Thanks, Matthew Sheats

The only similar difficulty I had turned out to be the result of using  
DEVICE, set\_graphics=6 (xor drawing mode). This mode, when used in  
widgets, has the ability to "leak" out of the code area you expect it to  
reside in, since widget events don't have a guaranteed ordering. This  
could also be the case in a complicated non-widget code. The color  
corruption could be affecting your text and status bar colors too.

Anyway, it's a possibility.

JD

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