Subject: Re: IDL 5.0 widget bug?
Posted by davidf on Wed, 11 Mar 1998 08:00:00 GMT

Russ Welti (on mapper) (rwelti@mapper.mbt.washington.edu) writes:

> I'm tracking down a application freeze-up in my 4.0->5.0
> ported IDL app. (The app is FINE in 4.0 but 5.0 is causing
> headaches, crashes and freezes.)
>
>
> Note: this is in the KILL_NOTIFY callback of a top level
> base which is being killed due to the window manager's close
> menu pick under Solaris 2.5. The widget has already disappeared
> from the screen when the first /valid returns true above!
> (attempts to /show or /map it fail. it seems quite INvalid)

Although the IDL manual warns you many times in many places,
I don't think it gets its point across at all well. But here
it is again. Do NOT use Kill_Notify on a widget that is
being DIRECTLY managed by XManager. It results in weird and
unpredictable behavior (e.g., see the program above).

Use the CLEANUP keyword on the XManager call to assign
a Cleanup routine (exactly LIKE a Kill_Notify routine,
except that it doesn't cause these problems) for widgets
directly managed by XManager.

Cheers,

David

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