Subject: IDL 5.0 widget bug?
Posted by Russ Welti (on mapper on Wed, 11 Mar 1998 08:00:00 GMT
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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.)

How can this be happening:

```
IDL> print,widget_info(wid_id,/valid)
      1
IDL> widget_control,wid_id,/destroy
IDL> print,widget_info(wid_id,/valid)
      1
IDL> if widget_info(wid_id,/valid) then print,'valid'
valid
```

No wonder the app is freezing up!

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)

[Again, this all works in 4.0.]

Any ideas are vastly appreciated.

(I already deny the user access to the window manager default
menu, but users can still get access to that menu by simply
depressing the right mouse button anywhere on the title bar.)

Sincerely,
```
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