
Subject: Re: Send_Event warning
Posted by [steinhh](#) on Wed, 30 Sep 1998 07:00:00 GMT
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In article <3611A56E.900CDCA2@earthling.net> Phillip & Suzanne David
<pdavid@earthling.net> writes:

[..nightmare (must've been) bug-hunting-history deleted..]

The following probably cannot be repeated too often, so:

- > The moral of this story is that you must be VERY careful when defining
- > structures of types IDL defines internally, because your definition may
- > override the IDL pre-determined definition with an incorrect definition,
- > thereby causing no end to your grief.

I would say that RSI has some blame in this peculiar incident, writing routines that **don't** check the actual structure of a structure when writing to it (lethal!). Though I suspect that the routine in question actually **allocated** the space for the event by itself(?) - and then the **reading** of the data came out wrong..(?)

This is probably done in the interest of efficient event handling (and that **is** very important). It would be OK if they had set things up to guarantee the correctness of {WIDGET_LIST}.

- > Personally, I'd like to see RSI change this so that all structures they use
- > internally are pre-initialized properly at the beginning of the session. In
- > the meantime, the warning stands.

Hear, hear! I'm positivley fed up with having to write structure definitions of internal structures into my code, **knowing** that it makes the code prone to crashing in some **future** version of IDL. I want to be able to say simply "my_draw_event = {WIDGET_DRAW}" !

Regards,

Stein Vidar
