Subject: Re: Passing info and destroying widgets...
Posted by mallors on Thu, 24 Jun 1999 07:00:00 GMT
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In article <376E938D.86AAD3B6@ssec.wisc.edu>,
 Liam Gumley <Liam.Gumley@ssec.wisc.edu> writes:
> "Robert S. Mallozzi" wrote:
>> I believe you must use XMANAGER in blocking mode for
>> this technique to work.
>
> I've used this technique successfully in blocking and non-blocking
> modes. As long as the main widget procedure creates a new pointer for
> each invocation, there is no problem.
>

Uhh, I stand corrected. Heck I've even used this somewhere
before...Lesson for the day: if you've spent the last 2 months
with C++, *try* the IDL code before you hit the "Send" button :-)

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