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Subject: Re: Almost dead widgets

Posted by [Ben Tupper](#) on Mon, 15 May 2000 07:00:00 GMT

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Ben Tupper wrote:

> I have a blocking widget application that calls a modal widget  
> application. Carefully planted bugs (not planted by me, of course) in  
> the second application crash the application. I can clean up the  
> second (crashed) widget but not the first. Even the system control  
> button with 'QUIT' doesn't quite do it. It is, as David F describes,  
> almost dead but not entirely dead. So far, my solution involves brute  
> force and ignorance, which works but is messy: I ignore the widget  
> carnage until my desktop looks like a checkerboard, then I exit IDL when  
> no one can see what I'm doing. I have never bumped into this before,  
> so I'm not sure what I've done to cause this mess. I'm not even sure  
> what info would be helpful to identify the problem. Any suggestions  
> greatly appreciated.  
>  
>

Hello,

Thanks to all for the help. I discovered what may be the problem. In the first routine's cleanup procedure, I failed to check for the existence of top level base's info structure before trying to free the pointers it contained. I can't say I understand why the widget is not destroyed (completely dead) by WIDGET\_CONTROL, Even.Top, /Destroy before XMANAGER calls my cleanup procedure, but maybe I don't need to.

It took me a while to figure this out for two reasons; (1) I didn't (and haven't before) done any error checking in my cleanup routine and (2) I couldn't get the problem to happen again (until just now).

At first, I was really wowed by David's ERROR\_MESSAGE because after I sprinkled it throughout the routines, I couldn't get the problem to occur again. Geez, that's good software: not only does it report diagnostics but also it heals! I'm gonna tape a copy of it on the inside of the hood of my car!

Ben

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