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Subject: Re: Surprising Odds and Ends

Posted by [Martin Schultz](#) on Tue, 15 Aug 2000 07:00:00 GMT

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David Fanning wrote:

>  
> [ far too many words about a routine that one should not use anyway ;-) ]  
> [ and then ... ]  
> I crashed my widget program in an event handler with  
> the info structure checked out with NO\_COPY. I stop,  
> as I am suppose to, in the event handler module where  
> the info structure \*is\* defined, which has the pointer  
> reference inside it.  
> [...]/[color]

Seems to me as if your problem is related to a somewhat sloppy distinction between "global" and "local" information. To my understanding, the Cleanup routine only exists to clean up "global" mess, i.e. stuff that can be accessed via a well-defined interface (may this be the UValue field of TLB or its child, or may these be object fields). From what I learned from your programs , the info structure which gets parsed by the event handler would instead contain a local pointer, i.e. something that has a finite lifetime and was created specifically to serve an event. Therefore, the solution should be to free the pointer within your event handler routine BEFORE calling the cleanup routine.

In plain words:

```
CATCH, theError
IF theError NE 0 THEN BEGIN
  CATCH, /Cancel
  Message,...
  IF Ptr_Valid(info.thepointer) THEN Ptr_Free, info.thepointer
  Cleanup
ENDIF
```

If the crash happens in a routine which you never expected to crash, well then you apparently caught an oversight by the programmer, and he should be told to fix the bug. In this case, a .reset\_session usually helps ;-)

