Subject: Re: Typing in a widget_text crashes my C program!
Posted by Jason Weiss on Tue, 13 Feb 2001 02:58:20 GMT

Actually, I'm experiencing these problems with no event handling. I've been
able to reproduce the crash with the following simple code:

```
pro make_it_crash

  base=widget_base(/col)
  text=widget_text(base, /editable)

  widget_control, base, /realize

end
```

Thinking event handling could alleviate the problem, i added

```
pro text_event, event

end
```

and

```
  xmanager, 'text', text, /just_reg, /no_block
```

to my program, and it still crashed...

without you guys knowing the particulars of the C-code or perhaps the PCI
driver, I don't expect a solution. But info as to what IDL is doing when
you type into a text box would be a good starting point for me...

David Fanning wrote:

> Jason Weiss writes:
>
>> Been using IDL (currently 5.4) for a while now, but I've come across a
>> unexpected problem that has left me frustrated.   We are using some
>> C-code to drive some electronics through a PCI card on our Sun Ultra
>> 10. During readout of our electronics, I noticed it would
>> intermittently crash. After weeks of mysterious crashes, I discovered
>> the program crashes when I type into a widget_text box!
>>
>> Any ideas why? What happens, on a system level, when a user types into
>> a widget_text? What would cause this (or any) kind of interaction
>> between IDL and C?

>
> Poorly written or misunderstood event handling?
> Just guessing. :-)
>
> Cheers,
>
> David
>
> --
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"Pull against the tide, and you pull against the gradient,
    Woven with era, we belong to the ages."
              -- Trash Can Sinatras, "Orange Fell"