
Subject: Beginner Question: Disappearing Info Structure/Motion Events

Posted by [sandy](#) on Thu, 25 Oct 2001 21:48:04 GMT

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The Event Handler for my program can't seem to "check out" and replace the Info Structure of event.top fast enough using the No_Copy technique when Motion_Events is set in a draw widget. The Info Structure always becomes undefined, so that the next time it's needed the program crashes. Normally this occurs, not surprisingly, as soon as the mouse is moved, when another motion event is generated

It works if I just don't set the No_Copy keyword, but this bothers me because David Fanning says I should be concerned about memory management (I got your new book two weeks ago). There must be something I'm not understanding.

Thanks.
