
Subject: Re: widget events and dlms

Posted by [Rick Towler](#) on Thu, 22 Aug 2002 15:52:28 GMT

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"Rick Towler" <rtowler@u.washington.edu> wrote

> I have a dlm function that seems to behave differently when called from
> within a widget event loop than when called from a top down program or the
> command line.
>
> In general, when the same calls that execute fine from the command line or
> from a top down program are executed within an event loop IDL throws an
> "Instruction at (some address) referenced memory at (some address). The
> information could not be read". I have tried and tried but I can not
> reproduce the error outside of the event loop.

I seem to have these conversations with myself...

For what it is worth, I think that this might be related to widget event processing and the `IDL_WidgetStubLock()` function:

From the EDG "IDL event processing occurs asynchronously, so any code that manipulates widgets must execute in a protected region. This function is used to create such a region."

Does this jog anyone's memory? I have only a fuzzy understanding of why this is and what impact it would have on code executed during an event. Anyone care to shed some light?

-Rick
