Subject: Re: problems with passing structures around in gui widgets
Posted by David Fanning on Thu, 05 Aug 2004 17:03:57 GMT

M. Katz writes:

> That's true unless the UVALUE is also a pointer. In which case you
> don't have to "check it back" when you're done with the event handler.
> I've found out the hard way that checking-out the state variable and
> checking it back later can lead to some nasty conflicts when you have
> event-driven code, multiple things going on at once, and significant
> subroutines called from the event handler.

Well, by making it a pointer I think you trade
errors in logic for errors in syntax. :-)

Cheers,

David

P.S. Let's just say I've written enough programs
with NO_COPYs to know the method works. :-)

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