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Subject: Re: problems with passing structures around in gui widgets

Posted by [MKatz843](#) on Thu, 05 Aug 2004 16:56:12 GMT

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David Fanning <davidf@dfanning.com> wrote

- > The standard rule is to check the info structure
- > out at the top of the event handler, and check it
- > back in before you exit the event handler:

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.

M. Katz

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