Subject: Re: widget cleanup problem
Posted by Paul Van Delst[1] on Tue, 28 Nov 2006 20:10:14 GMT
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David Fanning wrote: > Paul van Delst writes: >> I'm having a bit of issue with cleaning up after myself in a widget program. >> >> I have a main GUI that, alongside "regular widgets" also contains a bunch of standalone compound widgets. The main GUI info structure and loading looks something like: >> Info = { Debug : Debug , \$ >> : cw1ld , \$; compound widget 1 base id cw1ld >> : cw2ld , \$; compound widget 2 base id cw2ld >> : cw3ld , \$; compound widget 3 base id cw3ld >>etc.... >> : cwNld cwNld } ; compound widget N base id >> InfoPtr = PTR NEW(Info) >> WIDGET_CONTROL, tlBaseld, SET_UVALUE = InfoPtr >> >> >> To get a look at the compound widgets info structure I do the following: >> WIDGET_CONTROL, Info.cw3Id, GET_UVALUE = cw3_InfoPtr >> >> My problem is that when an exit event occurs and the cleanup routine is called, the child >> compound widgets are cleared first so the reference to their top-level-based is gone and I >> now have dangling pointers. >> >> In my main "exit" event handler, all the various compound widget base ids are still valid. >> However, by the time the "cleanup" routine is called, they are not -- and thus I can't >> free the info pointers. >> >> I wanted the main "cleanup" routine to handle all the child compound widget pointer >> free'ing. Does it *have* to be done in the main "exit" event handler? >> I hope my explanation above makes sense. > People here are just entirely too optimistic today! > > With these kind of compound widgets, what we usually do > is use KILL_NOTIFY to assign a callback to the TLB of the > compound widget. (This isn't really a TLB, but you know > what I mean.) When that base widget dies, you enter your > "cleanup" routine for that compound widget. (This means

> free your pointer.

> you will have to write one for it.) This is where you

You're brilliant, you are.

- > This is *identical* to the CLEANUP routine you assign to
- > the application's TLB, except that you can't (supposedly)
- > use KILL_NOTIFY to assign a cleanup routine to a widget that
- > is being managed directly by XManager. You have to use the
- > CLEANUP keyword on XManager. (I see ITTVIS programmers break
- > this rule all the time, so I presume it's not enforced like
- > it used to be, but I still teach it this way. And it still
- > works.)

I actually already had all the various cleanup routines - when i write widget code my fingers just type out the code on their own. I just didn't know how to invoke it.

Bloody beautiful. My widget proggy works, the aussies won the first test. It's been a good week so far. :o)

cheers,

paulv

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Paul van Delst Ride lots. CIMSS @ NOAA/NCEP/EMC

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