
Subject: widget cleanup problem

Posted by [Paul Van Delst\[1\]](#) on Tue, 28 Nov 2006 18:59:32 GMT

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Hello,

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  , $
        cw1Id       : cw1Id  , $ ; compound widget 1 base id
        cw2Id       : cw2Id  , $ ; compound widget 2 base id
        cw3Id       : cw3Id  , $ ; compound widget 3 base id
        .....etc....
        cwNId       : cwNId   } ; compound widget N base id
InfoPtr = PTR_NEW( Info )
WIDGET_CONTROL, tlBaseId, 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.

cheers,

paulv

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Paul van Delst Ride lots.

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