
Subject: Re: Lions and tigers and objects, oh my!
Posted by [Vince Hradil](#) on Tue, 04 Nov 2008 16:17:15 GMT
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On Oct 31, 2:31 pm, Vince Hradil <vincehra...@gmail.com> wrote:
> So here's the deal - I decided to take the plunge and try to write an
> app using objects. Specifically, I'm using a lot of the Catalyst
> library as a jumping off point. So far, I have crashed IDLDE about a
> dozen times this afternoon, but I have been able to actually create a
> TLB with some widgets on it. Still no event handling, though.
>
> This whole object thing is a totally different paradigm than I'm used
> to, so I'm sure I'll have a lot of questions in the near future. But
> for now... I forge ahead.
>
> Vince

Change of plans... I decided to go "back to Kansas" and wrote the thing using WIDGETS - it took about a day of real time. I'd like to get it to work with the objects, but I just couldn't take the crashing any more - and it's way behind schedule already. Maybe my next project will be to figure out why it was crashing.

FWIW, here's the event log. Doesn't mean anything to me...

Event Type: Error
Event Source: Application Error
Event Category: None
Event ID: 1000
Date: 11/2/2008
Time: 2:11:03 PM
User: N/A
Computer: GPRULCL843281
Description:
Faulting application idl_opserver.exe, version 7.0.0.0, faulting module idl.dll, version 7.0.0.0, fault address 0x000ce482.

For more information, see Help and Support Center at <http://go.microsoft.com/fwlink/events.asp>.

Data:
0000: 41 70 70 6c 69 63 61 74 Applicat
0008: 69 6f 6e 20 46 61 69 6c ion Fail
0010: 75 72 65 20 20 69 64 6c ure idl
0018: 5f 6f 70 73 65 72 76 65 _opserve
0020: 72 2e 65 78 65 20 37 2e r.exe 7.
0028: 30 2e 30 2e 30 20 69 6e 0.0.0 in
0030: 20 69 64 6c 2e 64 6c 6c idl.dll
0038: 20 37 2e 30 2e 30 2e 30 7.0.0.0

0040: 20 61 74 20 6f 66 66 73 at offs
0048: 65 74 20 30 30 30 63 65 et 000ce
0050: 34 38 32 0d 0a 482..
