
Subject: handling of messages

Posted by [Ashwin](#) on Mon, 05 Aug 2002 09:40:16 GMT

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Dear All,

I have a server and a client. The client gui is written in IDL. The communication from the server to client is implemented using Callable_IDL. Here I have a problem, Whenever the Server is calling some methods written in IDL through Callable_IDL and at the same time the mouse is moved the application crashes.

And in my case most of the time the server is calling the IDL methods and also the application crashes if I try to shift to a different window/application and also if i try to click the widget buttons present on the GUI.

I am using IDL 5.5

Can any one help me in this regard,
thanx in advance
