Subject: widget events and dlms
Posted by Rick Towler on Tue, 20 Aug 2002 20:33:43 GMT
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This is a little off the wall but here goes:

I have a dlm function that seems to behave differently when called from
within a widget event loop than when called from a top down program or the
command line.

In general, when the same calls that execute fine from the command line or
from a top down program are executed within an event loop IDL throws an
"Instruction at (some address) referenced memory at (some address). The
information could not be read". I have tried and tried but I can not
reproduce the error outside of the event loop.

To add some detail, one function releases a globally defined object and the
other function creates a new instance of the object. From within the event
loop I can release the object, but if I try to create a new instance of the
object I get the memory cannot be read error.

What is IDL doing internally while in an event loop that is different than
when not processing events?

-Rick