Subject: Re: Large widget identifiers
Posted by Pavel A. Romashkin on Fri, 13 Dec 2002 16:32:23 GMT
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Does not happen on a Mac. Watching the IDs in the Variable Watch window,
I see them go to over 100,000 with no problems. Must be a Windows bug.
Cheers,
Pavel

Ian Dean wrote:
>
> The following lines will cause the error to occur:-
>
> FOR J=0L, 50000L DO BEGIN
> Base=WIDGET_BASE()
> WIDGET_CONTROL, Base, /DESTROY
> ENDFOR

Subject: Re: Large widget identifiers
Posted by thompson on Fri, 13 Dec 2002 17:37:18 GMT
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Hmmm, I tried your example in IDL 5.4 under both Digital Unix and Windows 95,
and couldn't reproduce your error. Could it depend on the version of Windows
used?

William Thompson

"Ian Dean" <Ian.d.dean@baesystems.com> writes:

> Hi,
> Has anyone come across widget IDs "wrapping" when they reach a short int
> limit (65535)?

> We have a run-time IDL program that is running continuously for days/weeks.
> During this time several runs of data are processed. Each run requires
> approximately 400 widgets. However, without wishing to exit the software,
> the runs are performed within one program.

> The problem occurrs when the widget ID reaches 65535, the next widget to be
> created is 0, not 65536. This looks like a short int problem, but IDs are
> supposed to be long int.

> Is there a way under program control to reset the widget ID back to 1 at the
> beginning of a run?
> I realise using the development environment .reset achieves this, but that

> cannot be used in a running program.

> This occurrs on IDL PC versions 5.2-5.5. However, it does not happen on
> OpenVMS versions.

> The following lines will cause the error to occur:-

```
> FOR J=0L, 50000L DO BEGIN
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```

> Any suggestions would be welcome
> Regards,
> Ian

Subject: Re: Large widget identifiers
Posted by David Burridge on Fri, 13 Dec 2002 18:41:30 GMT
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Hi Ian,

I'm running IDL 5.5 on Windows XP and I see the problem too. Your example numbers were too low for me though, as your example only goes up to 50,000 and the error is at 65,000. I did this:

```
PRO widget_test

  CATCH, error
  IF (error NE 0) THEN BEGIN
    CATCH, /CANCEL
    PRINT, 'Error with base ID transition:', lastB, ' to ', Base
    RETURN
  ENDIF

 FOR J=0L, 70000L DO BEGIN
  Base=WIDGET_BASE()
  WIDGET_CONTROL, Base, /DESTROY
  lastB = base
ENDFOR

END
```

And got the results:

```
IDL> widget_test
Error with base ID transition: 65535 to 0
```

Looks like it's getting converted to an unsigned short somewhere! Not sure waht the fix is, though. Are you sure it matters? As I'm sure you know, IDL allocates pretty much sequentially in my experience, so provided you never have 65536 active widgets you never hit a problem ... do you?

Cheers,

Dave

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"Ian Dean" <Ian.d.dean@baesystems.com> wrote in message news:3df9bce2$1@baen1673807.greenlnk.net...
> Hi,
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> Any suggestions would be welcome
> Regards,
> Ian
>
>

Subject: Re: Large widget identifiers
Posted by Rick Towler on Fri, 13 Dec 2002 19:11:12 GMT
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"Ian Dean" <Ian.d.dean@baesystems.com> wrote

I see the same problem in IDL 5.4-5.6 on win2k sp-3. This seems to be limited to Win2k and WinXP right now but I suspect that it affects all versions and Bill didn't notice the "bug" in your initial test code. Somewhere someone at RSI must have defined an uint instead of a long...

I would report this to RSI if you haven't already.

I think there is little you can do beyond restarting your application every few days and waiting for 5.7. Who knows, maybe they'll release 5.6.1?

-Rick

> Hi,
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> Any suggestions would be welcome
> Regards,
> Ian
>
>

Subject: Re: Large widget identifiers
Posted by thompson on Fri, 13 Dec 2002 19:57:26 GMT
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"Rick Towler" <rtowler@u.washington.edu> writes:

> "Ian Dean" <Ian.d.dean@baesystems.com> wrote

> I see the same problem in IDL 5.4-5.6 on win2k sp-3. This seems to be
> limited to Win2k and WinXP right now but I suspect that it affects all
> versions and Bill didn't notice the "bug" in your initial test code.
> Somewhere someone at RSI must have defined an uint instead of a long...

Yes, you're right, I didn't notice that "bug". With the correct number of loops, it still works correctly in Digital Unix, but I now see the error under Windows 95. Both were done with IDL/v5.4.

Bill Thompson
