
Subject: Re: Widget Flakiness

Posted by [J.D. Smith](#) on Thu, 25 Sep 1997 07:00:00 GMT

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Matthew J. Sheats wrote:

>
> The following problem occurs in NT 4.0 under IDL 5.0.0. I haven't
> tried the program on other platforms. I have a program which repeatedly
> updates a LABEL widget on a base widget several thousand times. It
> basically just writes out pixels which it has processed.
>
> Also there is a make-shift percentage status bar which gets updated
> regularly. After the display has been updated about (don't laugh)
> 14,232 times, the widget locks up.. nothing more gets displayed.
>
> The percentage bar's "bar" disappears much earlier.. but the text
> display in the draw widget continues to update for the entire life of
> the widget.
>
> All operations continue to take place behind the scenes and the run
> actually does go to completion. When the run completes, the entire
> screen corrupts. Windows flash around and makes things generally
> un-usable. In some cases I can use the task bar to close the run away
> widget and recover, however in most cases I have to reboot.
>
> Has anyone ever experienced this kind of thing before?
>
> Thanks, Matthew Sheats

The only similar difficulty I had turned out to be the result of using
DEVICE, set_graphics=6 (xor drawing mode). This mode, when used in
widgets, has the ability to "leak" out of the code area you expect it to
reside in, since widget events don't have a guaranteed ordering. This
could also be the case in a complicated non-widget code. The color
corruption could be affecting your text and status bar colors too.

Anyway, it's a possibility.

JD
