
Subject: Send_Event warning

Posted by [Phillip & Suzanne](#) on Tue, 29 Sep 1998 07:00:00 GMT

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All;

I discovered a nasty gotcha today. If you are using the Send_Event keyword to Widget_Control, you need to be VERY careful about the events you send. I was writing a code that sent a WIDGET_LIST event to a list I created, and I originally wrote the event like this:

```
listEvent = {WIDGET_LIST, id:0L, handler:0L, top:0L, index:0, clicks:0}
```

All looked fine to me, but alas not all was well. First, it turns out that I had switched the handler and top fields. However, IDL internally expects the top field to come BEFORE the handler field, and the event wasn't even getting sent properly! Once I figured this out, I was still observing a strange behavior. The index of the selected item was showing up in the clicks field, not the index field. Index was showing a zero value, and the number of clicks wasn't showing up anywhere.

After filing a bug report with RSI, I discovered (by creating a list, then printing out the event that arrives at it from a DIFFERENT IDL session) that both the index and the clicks fields are expected to be long integers. Thus, when IDL inserts the index into the index field, it was writing a long integer into a standard integer, but wasn't performing an appropriate cast to the smaller type. Instead, it was overwriting the clicks field.

The correct event was:

```
listEvent = {WIDGET_LIST, id:0L, top:0L, handler:0L, index:0L, clicks:0L}
```

The moral of this story is that you must be VERY careful when defining structures of types IDL defines internally, because your definition may override the IDL pre-determined definition with an incorrect definition, thereby causing no end to your grief.

Personally, I'd like to see RSI change this so that all structures they use internally are pre-initialized properly at the beginning of the session. In the meantime, the warning stands.

Phillip David
