
Subject: Mac SEND_EVENT

Posted by [Pavel Romashkin](#) on Fri, 23 Apr 1999 07:00:00 GMT

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Hi IDL for Mac pros,

I have tried for the first time to run a widget code that works successfully on a PC and Unix, on a Mac IDL 5.1 in demo mode. The first thing it did was crash the widget application, complaining that

```
widget-control, some_id, send_event = {.....}
```

can not be called on an unrealized widget. How come Mac is the only platform that does not place that event in the queue and processes it after it is done with the rest of the previous event which does realize the widget in question later on?

It is not really a big issue but requires me to go and add another `widget_control` line everywhere I happen to call for an event, using crashing as a search engine for that.

Well, I am not even asking why Mac IDL could not open a binary saved on Unix. Mac is a platform of dark secrets, despite my using it for 5 years every day...

Thank you,
Pavel
