Subject: static Ctrl causes running failure
Posted by bonami on Tue, 29 Dec 2009 06:33:16 GMT
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/* global, i.e, static */ Ctrl dl;
this causes program to fail in debugging mode under Ubuntu.
stack is,

```
Ctrl()
  Ctrl::IsCompositedGui()
    XAtom()
      XAtomRaw()
        XInternAtom(Xdisplay = 0, name = "_NET_WM_CM_S0", XFalse);
```

In my attachment, I used a more complexed case, which I found out to be unnecessary.
I can use other tricks other than static Ctrl, but why cannot I use this, since it conforms to grammar?

File Attachments

1) test.zip, downloaded 466 times

Subject: Re: static Ctrl causes running failure
Posted by mirek on Tue, 29 Dec 2009 13:19:04 GMT
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It is known feature:

http://www.ultimatepp.org/srcdoc$Core$Caveats$en-us.html

Implementation difficulities in CtrlCore (widget gets created before GUI is initialised).

There is trivial workaround for majority of cases:

```
MyGlobalWidgetType& MyGlobalWidget() {
  static MyGlobalWidgetType x;
  return x;
}
```

(then of course, call this after gui is running, but that is OK for most uses).

Mirek

Subject: Re: static Ctrl causes running failure
Posted by kohait00 on Tue, 29 Mar 2011 09:23:41 GMT
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i was using a similar approach and switched to INITBLOCK / ONCELOCK since i thought they were about to be initialized *after* the GUI main init stuff. but this is not neccessarily the case right?
INITBLOCCK / ONCELOCK are part of Core..

having a stack object EditField i.e. in a INITBLOCK yields same error. the control is created first, then gui stuff. so it's not a problem of static controls, but of their early init.

is there a possib to securily trigger the GUI init stuff first?

the problem is also that, once the i.e. EditField has been inited somewhere before GUI, even if it ceases to exist, the effects of the wrong overall init sewuence are visible for later controls.

seems as if some global params of gui are beeing spoiled up.
interestingly enough, this happens in msc debug, not in optimal.

attached is a test case.
compile MSC9 GUI MT, debug

File Attachments

1) StatTest.rar, downloaded 433 times

Subject: Re: static Ctrl causes running failure
Posted by mirek on Sat, 16 Apr 2011 19:28:26 GMT
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kohait00 wrote on Tue, 29 March 2011 05:23
is there a possib to securily trigger the GUI init stuff first?

No.

Mirek

Subject: Re: static Ctrl causes running failure
Posted by kohait00 on Sun, 17 Apr 2011 12:07:05 GMT
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thanks, mirek. it was just out of curiosity..

there is no real reason to have a static control somewhere around. and it can be avoided in most cases. if not, it should be considered to rethink the model. so the current 'constraint' can remain.
