

User Interface - Bug #5254

FWD extension control must follow the lifetime of the counterpart 4GL OCX/ActiveX

04/12/2021 07:22 AM - Greg Shah

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No	<b>version:</b>	
<b>vendor_id:</b>	GCD		
<b>Description</b>			
<b>Related issues:</b>			
Related to User Interface - Feature #1818: implement a timer service to repla...			<b>Closed</b>

History

#2 - 04/12/2021 07:23 AM - Greg Shah

- Related to Feature #1818: implement a timer service to replace the PSTimer OCX added

#4 - 04/12/2021 07:25 AM - Greg Shah

Reproduced from #3952-4 (from Constantin and Ovidiu):

After a discussion with Ovidiu and some inspection of <customer\_application> 4GL code, I'm posting this here, but this may be a larger problem when CREATE CONTROL-FRAME is used.

The CONTROL-FRAME is a widget which can be added to a widget-pool (and the application adds it to an unnamed widget pool). When we convert PsTimer, we don't add it there - I fixed this to add it at least to the unnamed widget pool, if there is one; so when the unnamed widget pool gets deleted, the PSTimer thread gets cleaned up, too.

But this is a common problem for other OCX/ActiveX controls which get converted to FWD extensions:

- don't know how FWD conversion rules behave if we have CREATE CONTROL-FRAME ... IN WIDGET-POOL - does this emit the named widget pool name?
- if the CONTROL-FRAME (or its widget-pool) gets deleted, does the OCX/ActiveX get unloaded in 4GL, for every kind of OCX/ActiveX?
- TABSET is a widget, this is automatically added to the unnamed widget pool. Don't know if the named widget pool works or not.
- MsgBlaster has some protections that it deletes itself if its HWND widget is no longer alive - so I'm leaving this for now as it is.

The short part is: a FWD extension control must follow the lifetime of the counterpart 4GL OCX/ActiveX - and we are currently at least missing some WIDGET-POOL behaviour.