

Re: Creating and Destroying Dialog Box Continuously.

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2006-04/msg00243.htm>

- *From:* "voidcoder" <voidcoder@xxxxxxxx>
 - *Date:* Mon, 24 Apr 2006 10:33:57 +0200
-

It still looks like a memory leak somewhere. Could you run a long playing test and dump the memory status every time you are showing the dialog? Use GlobalMemoryStatus() API to log the memory usage.

"Suresh D.Madhu" <SureshDMadhu@xx> wrote in message news:CB67F568-80C1-4BD2-BB58-C1E9272AF4F4@xxxxxxxxxxxxxxxxxxxxxxxx

I am explaining somewhat detail. The size of the screen is 1024 X 768 pixels. I am creating one full screen window first. I am having other big dialog boxes(with many buttons) in the top and bottom sections of that window. In the middle section(x = 0, y = 150, width = 1024, height = 470) called graph area, I am drawing some graphs. For drawing the graphs, I am getting the 9 bytepacket from serial port for every 10 ms. In the same packet itself I am getting the alarm rising condition and also the alarm removing condition. if I get the alarm rising condition i need to show that alarm. If I get alarm removing condition, I need to clear the alarm. Alarm will be showing in the right most part of the grapharea from top to bottom, if there is an alarm , no need to dra the graphs on that alarm. But if there is no alarm I need to draw the graph in that place also. At a time, I need to show maximum of 8 alarms. The width and height of the alarm is 100 and 50 pixels respectively. (xThere is some gap between the alarms. There are totally 40 different types of alarms. The user may access other dialog boxes at any time. All the things are working perfectly in the normal case(with out creating alarms).

I am doing testing on that application. So I have taken the worst case in which I can get either alarm rising condition or alarm removing condition for every packet. So I need to show or close the alarm dialog box for every packet. But this is affecting the graph performance. So I tried for opening and closing alarm dialog box for every 4 packets. It is not affecting graph performance. But after four hours, I could not access other dialog boxes except the graphs(tha graphs are always being plotting). And the alarm dailog boxes are not created.

Is there any way to optimize the dialog box code to get it correct? or is there any way to do it in a different way?

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Thanks in advance.

"voidcoder" wrote:

Why do you need a !dialog! for that? Dialogs are intended for somewhat else. Why not to use just a simple window?

Anyway, better approach would be to show the alarm window (doalog) constantly and indicate the alarm by filling the background from WM_TIMER handler every 40ms.

Eg.

```
int CMyAlarmPopupWindow::OnCreate(LPCREATESTRUCT
lpCreateStruct)
{
if (CWnd::OnCreate(lpCreateStruct) == -1)
return -1;

SetTimer(1, 40, NULL);

return 0;
}

void CMyAlarmPopupWindow::OnTimer(UINT nIDEvent)
{
const COLORREF colors[ 2 ] = { RGB(255, 0, 0), RGB(0, 0, 255) };
static int counter = 0;

CRect rect;
GetClientRect(rect);

CDC * pDC = GetDC();

pDC->FillSolidRect(rect, colors[ counter & 1 ]);

ReleaseDC(pDC);

counter ++;
}
```

"Suresh D.Madhu" <SureshDMadhu@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote in message
news:36A710FA-9CA4-4504-BA4A-56242A13781B@xxxxxxxxxxxxxxxxxxxx

I am doing GUI application for medical equipment. In that,
there may be the

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chance for getting the alarm condition for every 10 ms(worst case). I am getting this alarm condition through the serial port. While getting the alarm condition, I need to display that particular alarm using dialog box with different colors. This dialog box does not have any buttons and very small also(100 X 50 pixels). Whenever the alarm condition is cleared by the medical equipment, I need to close the alarm dialog box. This alarm cleared information also I am getting through the serial port.

I am creating dialog box using CreateDialog API and I am closing it using DestroyWindow API.

"voidcoder" wrote:

Possibly a memory leak somewhere in your code.

Give it a try with empty wizard generated dialog and see if the problem is still there. Also how do you close the dialog?

Btw is there any good reason why you need to popup/destroy dialog every 40ms? Is it usable for the end user?

"Suresh D.Madhu"

<SureshDMadhu@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote in message

news:554E88AC-EC87-4817-99A9-A3ACA8169FE7@xxxxxxxxxxxxxxxxxxxx

Hi all,

I am doing WCE application in ICOP vortex-x86 Board. In that I am creating and destroying a dialog box continuously(for every 40 ms). After some time, It's hanging. I could not access other GUI parts. Can anybody explain me why it happens? Can anybody

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help to solve this problem?

Thanks in advance.