

5. Troubleshooting

This section is actually pretty worthless. Donations cheerfully accepted.

- Donor blobs don't undim when unglued.

Initial max glue count may not have been set correctly. Make sure it is greater than 0.

- Globes are not erased from the receptor's drag region (it *appears* that they are not unglued properly).

The picture or procedure that draws the receptor's drag region should erase it first, or else the region will not be redrawn correctly when a globe is unglued.

- Program freezes when blob is glued to a receptor drag region that is a different size than that of the donor.

Does the picture contain text? Blob Manager mechanisms do not handle this sort of thing properly, it seems (I don't know why), or it might be a QuickDraw picture replay bug.

- Blobs appear to be drawn correctly, but do not update properly.

Don't forget to call `OpenBlob()` before creating a blob picture.

- Out of memory errors (ID=25).

Don't forget to call `OpenBlob()` before creating a blob picture.

- Region blobs (blobs with non-rectangular regions) crash when an attempt is made to draw them.

Is the region properly formed? Often blobs are drawn by paint, fill and erase calls, but these are not useful when initially defining the region itself, as only line and frame drawing calls contribute to the definition when a region is open and being formed. Make sure to frame the regions properly.