
Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [rivers](#) on Fri, 30 Jan 1998 08:00:00 GMT

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In article <MPG.f3bb014bf2038a1989707@news.frii.com>, davidf@dfanning.com (David Fanning) writes:

> Jack Saba (jackxxx@magusxxx.stx.com) writes:

>

>> In IDL 4, when an error occurs in a widget application that uses
>> XMANAGER, the program stops in the module that caused the error.
>> IDL tells you what line the error occurred on and you can look at the
>> variables to get a handle on the problem. With IDL 5, XMANAGER catches
>> the error and returns a message that starts something like

>>

>> XMANAGER: Caught unexpected error from client application.

>>

>> You are not thrown out to the IDL prompt, and you are not told what
>> module the error occurred in.

>>

>> Is there any way to get IDL to behave the way it did in IDL 4, or at
>> least to tell you where the error occurred? I tried using the new
>> CATCH=0 option on the XMANAGER statement, but either I haven't figured
>> out how to use it, or this isn't the solution.

>

In IDL 5 there is a /no_block keyword to XMANAGER. If you set this keyword it does 2 things:

- 1) Gives you access to the IDL command prompt even when your widget application is running
- 2) Produces the old IDL 4 behaviour when your widget application gets an error, i.e. gives you a traceback to where the error occurred

Item 1) above is documented of course, but I don't recall seeing item 2) documented. In any event I like both of these behaviours, so I always use /no_block.

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