Subject: Re: Help with pick menu widget code Posted by rmlongfield on Thu, 17 Sep 1998 07:00:00 GMT

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HI All.

In article <MPG.10697a29e82919e09896b3@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

A lot of interesting stuff about errors but this one confuses me:

- > To make the error propagate all the way up, you have to turn
- > any CATCH error handling off in the module that is causing
- > the error, and you have to turn it off for XManager. You
- > do this by typing this command on the IDL command line
- *before* you run your program:

> >

IDL> XManager, Catch=0

Now when you run the program, you get this error message:

>

- % WIDGET_CONTROL: Invalid widget identifier: 3.
- % Execution halted at: PICKFINISH EVENT 323 C:\RSI\IDL51\david\junk.pro

- > I can go to line 323 in my code and try to figure out why the only
- > widget identified there (event.top) is somehow invalid. It may
- > only take me a half-hour to realize that I just killed the sucker. :-)

Does this mean that I have to know before-hand that my module is going to cause an error? (Isn't this rather pessimistic) Or, I guess it is a good de-bugging technique, to be applied AFTER the program crashes. In this case I will try it out.

I haven't had much luck with error handling in IDL. It usually causes me more trouble because I don't notice that an error has occurred. I tried handling the error by skipping over some code and printing, you have an error. This statement frequently gets printed without me noticing until somewhere else the program notices that I skipped over something and THERE is where the error occurs. These days I just let the program crash and then try to fix it. ("ambulance down in the valley " thinking).

I recently discovered SOUND among Ray Stern's programs. (If he could do it with a SUN, I can do it with a SGI.) This way I can hear that something is wrong. (A few well chosen Darth Vader sounds would be suitable, I think.)

Good luck with the widgets, Doug!

Rose

----= Posted via Deja News, The Leader in Internet Discussion ==----

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