Subject: Re: Bug in 5.5 on Win 2k?
Posted by Rick Towler on Fri, 22 Mar 2002 00:11:10 GMT
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Just so you know you aren't going crazy, I just experienced this same
behavior today in 5.5.

The problem is that for me I am in no position to blame IDL since my
application is big, in heavy development, leaks some memory, and if it runs
too long eventually gives me the BSOD complaining about my video driver
(anvioctl?). So I have other issues.

I know on win98 and 5.3 (my) programs that leaked memory would cause all
sorts of problems with IDL and the OS. Are you using any pointers or
objects?

-Rick

"Olaf Stetzer" <olaf.stetzer@imk.fzk.de> wrote in message
news:3C974381.9010901@imk.fzk.de...
> Hello,
>
> after a while of inactivity regarding IDL I now work
> quiet a lot with the new Version of IDL (5.5).
>
> But there is a really annoying bug in it which I have
> not seen being reported on this list yet (by searching
> the archives):
>
> Anytime I start a program in the commandline (IDLDE), the
> editor window is blanked and not redrawn correctly
> after the program ended. When I want to edit again
> I have to mark the (invisible) text or move it up and
> down, so it gets redrawn correctly. Am I the only one
> experiencing this bug? Or is there a workaround?
>
> Thanks,
>
> Olaf
>
> --
> Dr. Olaf Stetzer
> Forschungszentrum Karlsruhe

> Tel.: +49(0)7247-82-3249 (FAX: -4332)

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