
Subject: Re: path_sep() or where() crashing my idlde

Posted by [btt](#) on Mon, 03 Nov 2003 14:10:24 GMT

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David Fanning wrote:

> Thomas Brueckner writes:

>

>

>> For some reason, path_sep() is crashing my idlde. I am running IDL

>> 6.0 for evaluation, with

>> !version.os_family = 'unix' on a Mac G4.

>>

>> I would love to know why the where() function is causing this trouble

>> and how to fix it.

>

>

> I seriously doubt the WHERE function (my vote for *the*

> most useful function in IDL) is causing this trouble.

> More likely a problem with the a path variable, or something

> of that sort.

>

> I know the Mac versions of IDL tend to store information

> from one IDL session to the other. I don't know off-hand

> where this information is stored, but I'd try to find out

> and delete the file, so you can start over from scratch.

> I'm pretty sure if you did that the WHERE function would

> be miraculously restored. :-)

>

> Best Regards,

>

> David

>

> P.S. I'm counting on the Mac guys to tell us what

> needs to be deleted here. I'm sure they all have

> experience. :-)

>

Hi,

The behavior you describe, David, certainly was true for macOS9 which had a very nice IDLDE. In MacOS9 there was a problem with accumulating files in a temporary directory; I recall having to manually search for and delete these (mostly) hidden files. But in OSX with IDL6.0 I never see that memory behavior between sessions (I haven't seen a very nice IDLDE either!)

I just tried the following without a problem.

IDL> print, !version

{ ppc darwin unix Mac OS X 6.0 Jun 27 2003 32 32}

```
IDL> print, path_sep()
```

```
/
```

Ben
