

---

Subject: Re: Moving back a level...

Posted by [mperrin+news](#) on Wed, 23 Feb 2005 04:21:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hey there Tim!

Tdogg <timrobishaw@yahoo.com> wrote:

> Here goes. If I put a STOP in a subroutine (or if I've encountered an  
> error and I'm stuck inside one) and I'd like to see what the variables  
> look like in the calling routine using HELP, is there any way to move  
> back to the calling routine but remain "stopped"? I can get back to  
> the calling routine by entering a return (sometimes I need a few  
> .skip's) but then it's off and running. This all sounds like I should  
> learn to make use of some type of debugging software associated with  
> IDL but I've never looked into any such thing. Any advice on where to  
> start would be hugely, hugely appreciated.

You want Craig Markwardt's DXDEBUG package:

<http://cow.physics.wisc.edu/~craigm/idl/idl.html>

The 'dxfinish' routine does exactly what you want. It sets a breakpoint right after the current function returns to the calling routine, so as soon as you return, it stops again rather than running off.

This routine, plus dxup, dxhelp and dxget, have completely revolutionized how I debug IDL programs. It's as good as crack, man. ;-)

- Marshall

---