Subject: Re: Mac Program Support
Posted by JD Smith on Thu, 25 Aug 2005 21:28:48 GMT

On Wed, 24 Aug 2005 20:37:27 -0600, David Fanning wrote:

> JD Smith writes:
>
>> Not a Mac-only issue, but if you have a big backlog of the same events
>> which triggered the crash, all queued up in the event system (e.g. a bug
>> in your motion event handling, just as you've scribbled all around a
>> draw widget), then RETALL will simply allow the next event to come
>> through, and trigger the bug again, putting you right back where you
>> started (or so it would appear). Once you fix the bug and re-compile
>> the program, the events flow through freely. But, sometimes you just
>> want to get the heck out and do something else though. I use the
>> following snippet (actually bound to a key in IDLWAVE) to first clear
>> all events from the queue, and then RETALL:
>
> This sounds like the scenario, although I've never seen it before. I can
> understand if you process another queued event with a RETURN, but with a
> RETALL!? Seems weird to me.

One of the joys of the active command line.

JD