Subject: Re: Mac Program Support
Posted by David Fanning on Thu, 25 Aug 2005 02:37:27 GMT

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.

Also, running my (award winning!) FSC_SURFACE program produces
a boat load of underflow warnings. What is that about? And why,
RSI, can't we turn these damn things off easily?

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/