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Subject: Re: Mac Program Support  
Posted by [JD Smith](#) on Wed, 24 Aug 2005 21:09:47 GMT  
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On Wed, 24 Aug 2005 12:52:37 -0600, David Fanning wrote:

> Folks,  
>  
> Since this has turned into a Mac support help-line, I have a question.  
> Person in my IDL class today has a new Mac running IDL 6.2. She crashed in  
> a widget event handler and couldn't get out.  
>  
> I said "Type RETALL". She did, and she \*still\* couldn't get out of the  
> event handler code. We had to recompile the program itself before we could  
> get back to the main IDL level. Is this normal? Did I miss something? I  
> didn't have time to stop and ponder this, but it was weird.

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:

```
__wa=widget_info(/managed)
for i=0,n_elements(__wa)-1 do widget_control,__wa[i], /clear_events
retall
```

JD

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