
Subject: Re: IDL 6.3 segmentation fault

Posted by [David Fanning](#) on Thu, 01 Jun 2006 15:39:37 GMT

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shd writes:

> I wanted to post this as a reply to a thread on this group called
> 'How to debug seg fault' but it's past the 30 day mark. The author of
> that thread experienced something similar.
>
> I'm getting a bit of odd behavior from my widget program on Ubuntu
> 5.10. My GUI has a 'File' menu and a toolbar, both of which contain an
> 'Exit' item which execute the exact same code:
>
> =====
> pro _exit, top
> widget_control, top, /DESTROY
> end
> =====
>
> I'm working from the command-line interpreter, not the IDE. Here's the
> wierdness:
>
> I compile and launch my program and press the 'Exit' button on the
> toolbar. When I try to re-launch the program, my GUI doesn't come up
> and IDL exits with only a 'Segmentation fault' message. However, if I
> exit my GUI by simply killing the window (clicking the 'X' on the
> border), the seg. fault doesn't occur. Also, if I exit the GUI by
> selecting 'Exit' from the 'File' menu, the seg. fault doesn't occur.
> So I launched the IDE to step through the program and it got much
> stranger. I can't reproduce the segmentation fault from the IDE no
> matter how I exit my GUI.
>
> Any else seen something like this?

Strangely written widget program!

This is not an event handler, so I presume it is a KILL_NOTIFY
callback. But, assigned to two different widgets!? I suggest
you are not killing what you **think** you are killing. :-)

Cheers,

David

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