
Subject: Re: Object Graphics Code Generator

Posted by edward.s.meinel@aero on Tue, 08 May 2007 14:55:14 GMT

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On May 7, 3:40 pm, eduardo.iturr...@gmail.com wrote:

>
> This application is a personal project to help working with IDL object
> graphics. It's really worth going through the tutorials to understand
> how it works and to learn its capabilities. I'll be happy to help if
> anybody has questions.
>

I'm not doing too well with it. So far, I have:

1) Violation of good IDL programming practices -- requiring a .COMPILE
before .RUN

2) I get this error message for some unknown reason:

```
% FILE_MOVE: Unable to expand wildcards in file path, or file does not  
exist: /tmp/!tempundo.sav
```

```
% Execution halted at: SCG_OBJECTGRAPHICS_EVENT
```

```
%          WIDGET_PROCESS_EVENTS
```

```
%          $MAIN$
```

3) After the crash, the only way to kill the widget is to .RESET the
IDL session

Ick.
