robintw writes:

> I've tried changing the envi command to that, and it still doesn't
> seeem to work. I've altered parts of the program now in a way which
> means it takes quite a while to run. Therefore, I frequently have to
> exit it using the Terminate command within the IDL Workbench. After
> I've used that command it always gives the error I mentioned in the
> previous post. Presumably this isn't expected behaviour when using the
> Terminate command? Any other ideas?

OK, then I think the problem is the Terminate command (which
I didn't even know existed!). I think what happens is that
things immediately get "terminated" in a way that is not
foreseen by the software. So when the software goes to
do something as innocuous as destroy its own top-level
base, for example, with a command like this:

   Widget_Control, state.tlb, /Destroy

That widget is already destroyed, so it throws the
"invalid widget identifier" error you are experiencing.
I think you can probably expect this if you "terminate"
a program in an unexpected way, since programming for
the possibility of this kind of error is really WAY
out of the question. :-)

I think I might try a Cntl-C and see if you can stop
the program that way, followed by a .Reset maybe. I
can't even imagine all the havoc that could ensue with
a "Terminate" command. How come this button doesn't have
a mushroom cloud icon on it?

Cheers,

David
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Sepore ma de ni thui. ("Perhaps thou speakest truth.")