Subject: Re: the idl7.1 crashed when drawing
Posted by airy.jiang on Sat, 03 Oct 2009 02:23:21 GMT

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> airy.Jiang writes:
>> yes,it happened again.And I changed 2 pc,including a computer with
>> different graphic card,it do the same thing....:(
>
> Well, in the absence of more evidence, I would suspect a
> problem with your code. Have you managed to create
> a test case?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I'm sure that there is no problem in my code.Because the code can be
excute very well in the IDL7.0 ,IDL 6.4.And I did a lot of
test,including change the retain of the view etc.The most important
thing is that I made a breakpoint , the system crashed at this line :
oWindow->Draw, oView.The setting of widget_draw and idlgrview are
normal and correct.And just a few of objects like idlgrpolyline in the
view.That's really a strange problem.Because it doesn't happened in
all cases,there is no prolblem with another main widget_draw in my
same program.I downloaded the neweset version :IDL7.1.1,hope the
problem will not happen again,but failed.I suspect that is a new
bug,but not very sure for now.
Whatever.Thanks for your suggestion, David.