
Subject: Re: File Delete -- Friggin A!!

Posted by [Kenneth P. Bowman](#) on Fri, 05 Feb 2010 20:39:17 GMT

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In article <MPG.25d6108d6d570489896f6@news.giganews.com>,
David Fanning <news@dfanning.com> wrote:

> David Fanning writes:

>

>> Something really weird is happening. I can create files
>> in IDL, and then delete them. The files I am having
>> problems with are opened in objects. In general, these
>> files are closed and then deleted (if required) in their
>> CLEANUP methods. It is as if, when I get into the CLEANUP
>> method, I can no longer access the LUN attached to the
>> file, so these files cannot be closed properly. Once
>> this happens, nothing I can do at the IDL command line
>> can get the files out of this condition, and I have to
>> exit IDL to gain access to permission to delete the files.

>

> OK, all is right with the world again! :-)

>

> My problems were occurring during program development
> efforts while I was testing code and searching for bugs.
> This might explain why tempers were a little frayed this
> morning. In any case, I learned something that has bugged
> me for a while in object programming.

>

> I often find myself in "weird states" when I am debugging
> object programs, and particularly widget object programs.
> Typically when I am debugging, I am setting a lot of
> breakpoints. As a result, my object programs don't always
> run to completion. This can cause problems, of course,
> if you don't destroy the object before you run the next
> iteration of the program. (And who does!)

>

> My problem, quite simply, is that my objects were not
> running to completion and they were not getting destroyed.
> Thus, they were keeping their files open and not allowing
> me to delete them. Being objects, I suppose their innards
> are hidden even from IDL. Or maybe it was because these were
> netCDF files and those file LUNS are not normally accessible
> to IDL's file tools. I don't know. In any case, a judicious
> use of HEAP_GC in addition to CLOSE, /ALL makes it possible
> for me to delete the offending files.

>

> Cheers,

>

> David

Is that a long way of saying "operator error"?

Ken Bowman
