
Subject: Re: IDL 8.0 bug -- line number of errors not given
Posted by [chris_torrence@NOSPAM](#) on Wed, 13 Oct 2010 17:47:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 13, 11:06 am, Paulo Penteado <pp.pente...@gmail.com> wrote:
> On Oct 13, 1:46 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:
>
>> It seems that I just got bitten by this new behavior. A simple example
>> that shows the problem:
>
>> IDL> w=window()
>> IDL> w.title='a'
>> % Expression must be a structure in this context: OTITLE.
>> % Execution halted at: \$MAIN\$
>
>> So it seems that somewhere in the Graphics routines (I am guessing in
>> a setproperty method) there is a bug, but the error message does not
>> tell where. I will have to start digging now.
>
> And this confirmed the existence of another problem, which I had been
> suspecting existed: when I set breakpoints in programs in IDL's
> library, they get ignored. It is not an issue of not putting them in
> the right routine by changing the source code (in this particular
> instance, of graphicswin__define.pro). And when I move that file from
> the IDL library directory to my own, the breakpoints work. Is this
> intended? Is there a way around it (besides moving the entire library
> directory somewhere else)?

Hi Paulo,

A few answers:

1. That w.title is a bug that is fixed in the upcoming patch release.
2. You might want to use the undocumented /DEBUG keyword when using the new graphics. This should cause execution to halt where the error occurs (it disables the on_error and catch behavior).
3. Regarding the breakpoints - this sounds like a bug - you should be able to set breakpoints in the lib directory. You might try setting the breakpoint, and then hitting the compile button in the Workbench.
4. You might find it useful to create a project in the Workbench that points to the lib directory. Just do "New IDL Project", then choose "Create the new project from an existing directory", and choose the Lib directory. Be sure to turn off the "Update IDL path" since you'll already have the Lib on your path.

Once you have the Lib directory in a project, you can do things like Ctrl+H to search across all files, Ctrl+Shift+R to open up a particular file, etc.

-Chris
ITTVIS
