Paulo Penteado writes:

> Fragile in what sense? Besides the on_error issue, which is not
> specific to objects, I have not noticed any such difference when
> debugging, either with object or non-object programs, preexisting or
> new, using Catalyst or not.

Fragile in the sense that when one of my object programs
crashes (there are usually widgets involved), and I fix
the problem and re-compile and re-run, quite often, but not
always, IDL simply freezes and refuses to do anything at all.
I need to kill it, which takes on the order of a minute
or two, and re-start it in order to proceed.

It is possible there are left-over graphical widgets on
the display when I re-compile. Most of the time I am not
aware of this because I can't get the darn things to pop forward
on my display, and I usually have multiple applications
open on both monitors, so my graphics windows are almost
always hidden. I spend about half the day trying to find
the damn things!

Cheers,

David

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