
Subject: Re: Fragile IDL 8 Object Programs
Posted by [penteado](#) on Mon, 25 Oct 2010 15:45:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 25, 1:06 pm, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> Is anyone else having this problem? I write a LOT of
> IDL object programs. But I pretty much have to work
> in IDL 7 to debug them. IDL 8 is so incredibly fragile
> when an object crashes. I don't know if this is because
> of the new memory management of objects or what. But
> it's just really hard to work this way. Is it because
> my widgets are objects and there is some bad interaction
> between these two systems? Is it because I recompile after
> an object has crashed and I fix the problem, so the cleanup
> is confused? I don't know. Still looking for patterns and
> solutions. :-(

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.
