Hello,

A majority of my new IDL code is object oriented. When I'm testing and things go pear shaped, I use the traceback to fix
the problem(s) and then type
  IDL> .reset_session
and run my test code again. Do you reset?

This used to be a pita to do because you had to re-setup everything for the tests (read files, set values, etc) but
since I've started using Mike Galloy's mgunit, the setup method takes care of that every time I run the test already.

I've never experienced any particular fragility with objects in IDL 8 vs IDL 7.x on my linux box. But, I've only been
IDL8-ing for about a month or so. And, so far, all my widgets are the regular, non-Catalyst kind.

cheers,

paulv

David Fanning 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. :-(
>
> Cheers,
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> David
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