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Subject: Fragile IDL 8 Object Programs

Posted by [David Fanning](#) on Mon, 25 Oct 2010 15:06:00 GMT

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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,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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

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