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Subject: Re: Fragile IDL 8 Object Programs

Posted by [R.G.Stockwell](#) on Mon, 25 Oct 2010 21:33:25 GMT

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"David Fanning" <[news@dfanning.com](mailto:news@dfanning.com)> wrote in message  
[news:MPG.272f4ac536998cd89897f6@news.giganews.com...](mailto:news:MPG.272f4ac536998cd89897f6@news.giganews.com...)

> 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. :-(

There is definitely something weird going on in IDL's cleanup. I am much more of a number cruncher than a widget maker, but when I debug some code and try to keep going, it almost always is messed up.

In fact, I now automatically type `ctrl S ctrl I .f ctrl F8 F8` when I save the current file, without even thinking about it, because of the need to reset the session.

(though sometimes, an old `ctrl w` will find it's way into that sequence, which causes me to stare at the screen for a few moments wondering what happened. lol.

cheers,  
bob

PS for you newcomers, `ctrl w` used to be the command to switch to the command line from the edit window. now, it closes the current editor window, which means I have to go and search my disks for the mysterious location of the file I was working on so I can reopen it again.

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