Does this only happen when you use the idlde? Or also in command line usage?

cheers,

paulv

p.s. Full disclosure: I have *never* used the idlde. I just started it up for the very first time and my simple hello
world program produced several pages of errors. Goodness.

David Fanning wrote:
> 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
>
>