Subject: Re: Fragile IDL 8 Object Programs
Posted by rdh on Wed, 27 Oct 2010 22:39:18 GMT
View Forum Message <> Reply to Message

> 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. :-(

FYI, there is a known bug using heap variables with object graphics as a result of IDL 8's new automatic garbage collection. Perhaps this is related to what you are seeing?

Basically, IDL "cleans up" any heap variables that are created within object graphics routines at random points, for our programs it happens with IDLgrWindow->Draw(). I'm not sure if this is the only method affected. The bug # is CR59955 and it is supposedly going to be fixed in the next IDL 8 patch.

You can currently get around this problem by disabling garbage collection with !null = heap_refcount(/DISABLE), or by using IDL 7.

Romy