
Subject: Re: One RETALL is not enough
Posted by [Russell Ryan](#) on Sat, 27 Oct 2012 22:45:47 GMT
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Aagh.. reminds me of flpr flpr flpr in iraf. Now, that's a Halloween scare...

On Friday, October 26, 2012 4:26:22 PM UTC-4, wlandsman wrote:

> While debugging a program, I've been getting error messages after a RETALL like the following:

```
>
>
>
> IDL> retall
>
> % Invalid pointer: <POINTER (<PtrHeapVar2858>)>.
>
> % Execution halted at: XYZ_DEFAULTS::CLEANUP 456
>
> IDL> retall
>
> % Invalid pointer: <POINTER (<PtrHeapVar2578>)>.
>
> % Execution halted at: XYZ_DEFAULTS::CLEANUP 456
>
> IDL> retall
>
> % Temporary variables are still checked out - cleaning up...
>
> IDL> retall
>
>
>
> So one RETALL is not enough to get a normal return , but if I give four RETALLs then there is
> enough of an extra "push" to give a normal return ;-). I first thought this was just a timing
> problem, and that the pointer cleanup wasn't complete at the time of the first RETALL, but it was
> complete by the time of the fourth RETALL. But the errors always appear in the same pattern
> as above, requiring 4 RETALLs no matter how much time I give. Any suggestions as to what is
> happening? Thanks, --Wayne
>
>
>
> P.S. Line 456 where the first errors occurs is the following.
>
>
>
> IF OBJ_VALID(self.files.class.Revclasshash) THEN OBJ_DESTROY,
> self.files.class.Revclasshash
>
```

>

>

> where 'files' and 'class' are structures, and Revclasshash is an object
