
Subject: Re: One RETALL is not enough
Posted by [Michael Galloy](#) on Sat, 27 Oct 2012 21:02:24 GMT
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wlandsman <wlandsman@gmail.com> wrote:

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> While debugging a program, I've been getting error messages after a
> RETALL like the following:
>
>> retall
> % Invalid pointer: <POINTER (<PtrHeapVar2858>)>.
> % Execution halted at: XYZ_DEFAULTS::CLEANUP 456
>> retall
> % Invalid pointer: <POINTER (<PtrHeapVar2578>)>.
> % Execution halted at: XYZ_DEFAULTS::CLEANUP 456
>> retall
> % Temporary variables are still checked out - cleaning up...
>> 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
```

I regularly have cases where I need two EXITS to get out of IDL. I wonder if that is related.

Mike

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