Subject: Re: One RETALL is not enough
Posted by DavidF[1] on Fri, 26 Oct 2012 20:44:05 GMT
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Wayne Landsman writes:

> 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?

No ideas on what is happening, but this could easily explain the extremely strange results I've seen when doing object programming in IDL classes. We seem to get stuck in some Alice in Wonderland world where things appear to be working, but aren't. Part of the reason for our problems could be that we aren't at the program level we think we are.

I'll try the four RETALL trick next time and see if it helps. ;-)

Cheers,

David