Subject: One RETALL is not enough
Posted by wlandsman on Fri, 26 Oct 2012 20:26:20 GMT
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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