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Subject: Re: Debugging a widget program (someone else's)  
Posted by [Michael Galloy](#) on Thu, 09 May 2013 23:14:42 GMT  
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On 5/9/13 3:03 pm, wlandsman wrote:

> I'm looking for generic advice on how to debug a large widget  
> program. Right now I press on a button and it displays an  
> incorrect value. But I don't have any idea where to insert a  
> breakpoint in the thousands of lines of code to debug the problem.  
> Yes, I could look at the widget creation section for the button, then  
> look for the event handler, and then try to follow the hierarchy of  
> procedures until I find the function doing the calculations.  
>  
> What I would really like is some sort of procedure event log, that  
> could show me in order the procedures and functions that are called  
> after I press the button. Sort of like a reverse traceback that  
> tells me where I am going rather than how I got where I am ;-)  
>  
> I vaguely recall reading about something like this, but maybe it  
> wasn't in IDL.  
>  
> Thanks, --Wayne  
>

You could use something like my logging framework, but that would require putting a line in each routine you cared about. Something as simple as:

```
mg_log, ", /debug
```

When the widget program was initialized, you would want to start up the logging system with something like:

```
mg_log, level=5, filename='widget.log'
```

You can change the level to less than 5 to turn off the /DEBUG messages.

More information at:

<http://michaelgalloy.com/2011/11/17/logging.html>

Mike

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Michael Galloy

[www.michaelgalloy.com](http://www.michaelgalloy.com)

Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

Research Mathematician

Tech-X Corporation

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