
Subject: Re: Does the IDLDE regularly hang for anyone else?

Posted by [timothyja123](#) on Sun, 22 Sep 2013 22:53:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Monday, September 23, 2013 8:52:47 AM UTC+10, timoth...@gmail.com wrote:

> On Monday, September 23, 2013 8:28:24 AM UTC+10, timoth...@gmail.com wrote:

>

>> On Saturday, September 21, 2013 3:41:24 AM UTC+10, b_...@hotmail.com wrote:

>

>>

>

>>> I'm using IDL 8.2 on Windows 7 Ultimate x64 and the IDE is constantly hanging at random times. Often it is when I'm editing code, but it also happens sometimes when accessing menus or during program execution. I see this on more than one machine, but the problem is completely non-reproducible. Sometimes a session runs for hours, sometimes only for minutes.

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>> I suspect an interaction with some Windows .NET updates, but I can't put my finger on it. Anyone else having trouble with the IDE suddenly hanging with an hourglass?

>

>>

>

>>

>

>>

>

>> Yes all the time. It took me a while to figure out what was going on. In my case it is 100% reproduceable. In the main IDL program I maintain it has code like this scattered around the place:

>

>>

>

>>

>

>>

```
>
>> CATCH, errorNum
>
>>
>
>> IF (errorNum NE 0) THEN BEGIN
>
>>
>
>>   CATCH, /Cancel
>
>>
>
>>   HELP, /Last_Message, Output = lastError
>
>>
>
>>   v = DIALOG_MESSAGE(LastError)
>
>>
>
>>   Error = LastError[0]
>
>>
>
>>   RETURN
>
>>
>
>> ENDIF
>
>>
>
>>
>
>>
>
>>
>
>> So while I'm working on updates if I hit an error a popup comes up telling me where the error
is. The problem is if I leave this popup open and start using the IDE to edit files etc it will freeze,
sometimes it doesnt freeze right away but it will always freeze eventually. No that you remind me
a think I will finally create a test program and submit a bug report for this.
>
>
>
> Hmm seems like its not as easy to reproduce (outside of my application) as I thought. Can get it
to hang using my test program.
```

Can't get it to hang using my test program.
