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Subject: IDL Hard Crashing

Posted by [David Fanning](#) on Tue, 04 Mar 2014 23:44:04 GMT

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Folks,

I'm doing some object/widget programming today and I'm having a very hard time keeping IDL on its feet. Can't remember this many serious crashes.

The last time IDL crashed I saw this message (I think): "Attempt to delete non-existent widget from hash table."

I'm not using hashes in my code, so I presume this message came from IDL. Any ideas about what it might mean? I am doing the normal clean-up of objects. And, if the objects are widgets, destroying them properly (I think). IDL 8.2.3 on Windows. The problem occurs when my program stops with a program error and I try to get it going again.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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