Subject: Re: More Joy of Widgets

Posted by wonko on Sat, 28 Jun 1997 07:00:00 GMT

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struan.gray@sljus.lu.se (Struan Gray) wrote:

>> Jonathan Rogness <rogness@NO.sg1.SPAM.cr.usgs.gov> sez:

>>>

>>> I'd be interested in hearing some of these people speak up, just

>>> because I'm curious about how exactly they incorporate widgets into

>>> their research.

[...]

- > put together a widget for the user interface. My only complaint is
- > that recovering from a bug-induced crash seems much much harder if the
- > xmanager is running (and 4.01 has some nasty xmanager bugs on my PCI
- > Macintosh) so functional routines tend to get fairly thoroughly
- > debugged before I'll call them from a widget.

I only run into problems with the xmanager if it wants to call a routine I didn't define yet. When other errors occur, I just type RETURN and the program usually continues.

My widget programs usually consist of few .pro files. For a program xyz I have XYZ as startup file, a short xyz_init.pro, a xyz_widgets.pro for defining and changing widgets, a xyz_events.pro with all event handling procedures and xyz.pro with general routines. During the programming period I have a STOP button somewhere in my application with an event handler 'stop_event' (defined in xyz_init.pro, not in xyz_events.pro), which just puts me back to the command line via the STOP command. From there it's nice I can inspect all variables, but the greatest adavantage is that I can even re-compile program code and continue. When a routine crashes, RETURN almost always puts me back in to the main event loop. Then I go to the command line, fix the bug, recompile the changed file with .COMP, and continue after an RETURN.

Or I can add new widgets, add an event handling routine to xyz_events.pro, recompile it and continue.

It's just annoying that sometimes I get 'Structure nested too deeply' errors, after too many crashes and returns. I hope this will be gone with 5.0, I don't think those errors are my fault.

Alex

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