
Subject: Mac top level widget

Posted by [Pavel Romashkin](#) on Tue, 20 Jul 1999 07:00:00 GMT

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Hi,

I have recently switched from X-Win IDL to MAc version. Whether that's good or bad is a personal preference; of course, Mac IDL did freak out at a few spots in my "compatible" code, where neither a PC nor Unix had a problem. Well, that's fixed, and PC and Unix do not reject the Macintized code. I must say that, on the good side, IDL native object graphics on the screen of my Mac work just as fast as direct graphics - totally unbelievable (I had not tried to print yet :-).

Now, I have a question. Once I delete and re-create a widget in a hierarchy, a middle-level base expands vertically by a few pixels every time. Simply put, I have:

```
top = widget_base()
left_panel = widget_base(top)
option1_panel = widget_base(left_panel, /col)
sub_panel = widget_base(left_panel, /row)
buttons = widget_button(active_panel, value='Some_button')
```

When I kill BUTTONS and re-create it, the YSIZE of LEFT_PANEL increases by 3 pixels. The YSIZE of other intermediate bases remains the same. I checked and LEFT_PANEL has no other children that I might have accidentally increased in size while manipulating the button.

My sample code is a target for those optimized programmers: why, you say, do you want to kill and re-create to begin with. Well, in the real code it is not a button but a bunch of them (or cw_bgroup), and they change every time a pulldown list is activated. I can either keep a wide assortment of them and map or unmap, or I can kill them and re-create. The latter was easier because I really don't need their IDs, just use their events.

Anyway, whether optimal or not, this code does not cause the LEFT_PANEL growth on any other platform, I tried.

Does anybody know why is this happening on the Mac?

Thanks,

Pavel

P.S. I heard, Mac is the buggiest platform to run IDL :-)

Subject: Re: Mac top level widget

Posted by [Patrick V. Ford](#) on Wed, 21 Jul 1999 07:00:00 GMT

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In article <379607CC.D860B5E6@cmdl.noaa.gov>, Pavel Romashkin <promashkin@cmdl.noaa.gov> wrote:

> David Fanning wrote:
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>> Pavel Romashkin (promashkin@cmdl.noaa.gov) writes:
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>> Uh, huh. Get back in touch with us soon. :-)
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> No way, not on this! I am not even going to allow a user to print from this
> application - let them be happy it at least calculates reasonable values :-)
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>> I don't know one way or the other about this, but it
>> sounds like a lot of other, similar bugs on this and other
>> platforms. I would definitely run it by the folks at RSI.
>
> Will do that. I heard, nobody at RSI stays on the Mac development position
> for too long :-(
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>> I heard it is the hardest operating system to write code for.
>> Probably explains the bugs. :-)
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> I think it is the wierdest of all platforms. At least my Mac clone does not
> let me get bored: for instance, I can be typing and then discover that my
> application silently quit, without a beep or any sort of error message.
> Fun, huh? I had this happened most often with MS Word - I guess MS is
> trying to sabotage the competitor platform ... Then I get to locate where
> the hell did I make the last change, before it crashed. IDL quit on me just
> once so far, it did not like my Macintizing of the Unix code :-(
> Cheers,
> Pavel

Which MacOS are you using? Pauses are usually due to an extension or HD driver. While I do simple things in IDL on a MAC and therefore do not stress it, I have found, in general, that of all the systems I have to use, the SUN is thne most stable. Considering the limitation place on the software restrictions place by IS, Windows 95/98/NT is not nearly as stable compared to the Mac as claimed. (I had 3 crashes today.) BTW, MacOS X is UNIX, therefore if one wants to replace the Mac GUI with x-windows on can.

Patrick Ford, MD
pford@bcm.tmc.edu

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Subject: Re: Mac top level widget
Posted by [Pavel Romashkin](#) on Thu, 22 Jul 1999 07:00:00 GMT
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> Which MacOS are you using?

8.1, running off of the standard and extended partitions.

> Pauses are usually due to an extension or HD
> driver.

Oh, pauses would be fine! Freezes and crashes is what I like less. I has only once over a year crashed IDL on my Win95 PC, doing same things as I do on Unix and Mac. My problem is not the software on the Mac either - it is a computer itself. We have a few of these clones of which one works like a charm, mine works so-so and another one can't work for longer than 15 minutes without a crash :-(I feel it is a poor SCSI bus design. IDL never crashed the OS for me on any platform, although I had IDL itsel crash numerously when doing some wierd things and overusing pointers.

To be short: IDL is great! Macs I don't like although GUI is nice.

Cheers,

Pavel

Subject: Re: Mac top level widget

Posted by [Helge.Rebhan](#) on Fri, 23 Jul 1999 07:00:00 GMT

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In article <379759FE.269044DB@cmdl.noaa.gov>, promashkin@cmdl.noaa.gov wrote:

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I agree but I'm not sure who's to blame first. For the MacOS the poor memory management is a old and known story and every programmer has to tackle this. The port of IDL to Mac is IMHO rather poor, specially for add-ons like ENVI. And most of the crashes are due to memory allocation problems.

Servus, Helge

--

Sorry for this but please adjust e-mail address for direct reply

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Would you be willing to let me try the IDL program that crashes? I am
using V 8.6 on a clone, powerwave, with a G3 upgrade card and I have
never had a crash with IDL except when I used call_external that had
memory allocation/reference errors.

I am going on vacation for 2 weeks, so if you are interested in me
seeing if it is a Mac problem you may have to wait. Also there are some
extension that correct PCI bus errors on some clones. Do you have it?

Regards

Patrick Ford

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Answer to my own question suddenly came in the form of an upgrade to IDL 5.2.1. The "feature" I brought to your attention in the original posting is not showing in 5.2.1 - the code is absolutely the same. I like this. Also they promised that postscript file size will in 5.2.1 be 1/4 of what it was before when printing object graphics. David, this way I may save my lazy butt from writing direct graphics objects, do you think? :-)
Cheers,
Pavel

Subject: Re: Mac top level widget
Posted by [Pavel Romashkin](#) on Mon, 26 Jul 1999 07:00:00 GMT
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Patrick,
I appreciate the offer but my code does not crash - everything is working fine. I had another crash the other day but that was an OS problem - no other application worked either. I need a better computer I think. But I will keep the offer in mind :-)
Cheers,
Pavel

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