
Subject: Re: Almost dead widgets
Posted by [promashkin](#) on Wed, 10 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I ran into something like that. Even not having access to command line, I noticed that the RUN menu was still accessible for mousing around, even while stuck in an infinite loop (I use a Mac). Then, often I could select Reset there, which would kill all widgets, heap variables and everything else that was left there unattended.

Cheers,
Pavel

Ben Tupper wrote:

>
> No, I don't have access to the command line until AFTER I manually interrupt
> immediately after the crash. Because I must manually
> interrupt, does that mean that I'm in an unfinished event loop??

Subject: Re: Almost dead widgets
Posted by [Ben Tupper](#) on Wed, 10 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

>
> Humm. I'm not sure *where* you are. But I'm pretty
> sure it's a bad neighborhood. I'm afraid the only thing
> for it is to track down the source of your problem or
> add some bulletproof CATCH error handlers. If you use
> my Error_Message program with the TRACEBACK keyword set
> in your CATCH error handler you can both get a traceback
> of the error *and* keep the program running. That would be
> an improvement on your current situation, I think. :-)
>

I know where I am: lost! The trickier part is getting unlost.

I'll try the Error_Message... I have used it before but I was hurrying this time. Haste makes waste.

Thanks,

Ben

--
Ben Tupper

Bigelow Laboratory for Ocean Science
tupper@seadas.bigelow.org

pemaquidriver@tidewater.net

Subject: Re: Almost dead widgets
Posted by [davidf](#) on Wed, 10 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ben Tupper (tupper@seadas.bigelow.org) writes:

> No, I don't have access to the command line until AFTER I manually interrupt
> immediately after the crash. Because I must manually
> interrupt, does that mean that I'm in an unfinished event loop?

Humm. I'm not sure *where* you are. But I'm pretty sure it's a bad neighborhood. I'm afraid the only thing for it is to track down the source of your problem or add some bulletproof CATCH error handlers. If you use my Error_Message program with the TRACEBACK keyword set in your CATCH error handler you can both get a traceback of the error *and* keep the program running. That would be an improvement on your current situation, I think. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Almost dead widgets
Posted by [Ben Tupper](#) on Wed, 10 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

> Do you have access to the IDL command line when everything
> goes to hell in a handbasket? If so, have you tried typing
> Widget_Control, /Reset?

No, I don't have access to the command line until AFTER I manually interrupt immediately after the crash. Because I must manually interrupt, does that mean that I'm in an unfinished event loop?

- > But that "checkerboard" thing makes
- > me think the window manager is corrupted somehow. I'd try
- > a .Reset_Session, just for grins, before I reached for that
- > IDL Quit button, but that may be your own recourse.
- >

Just to be clear, I can minimize these windows after the crash... hence the checkerboard of 'dead' icons.

Unfortunately, I can't use .reset_session because I'm in IDL v5.2

IDL> help, !Version,/Str

** Structure !VERSION, 5 tags, length=40:

```
ARCH      STRING  'sparc'
OS         STRING  'sunos'
OS_FAMILY  STRING  'unix'
RELEASE    STRING  '5.2'
BUILD_DATE STRING  'Oct 30 1998'
```

Ben

--

Ben Tupper

Bigelow Laboratory for Ocean Science
tupper@seadas.bigelow.org

pemaquidriver@tidewater.net

Subject: Re: Almost dead widgets
Posted by [davidf](#) on Wed, 10 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ben Tupper (tupper@seadas.bigelow.org) writes:

- > I have an embarrassing problem... I can't seem to sweep this one into the
- > dustbin.

I'm looking into how to get this Kill File thingy working on my news reader. Let's see, "Ben Tupper + problem"... :-)

- > I have a blocking widget application that calls a modal widget

> application. Carefully planted bugs (not planted by me, of course) in
> the second application crash the application. I can clean up the
> second (crashed) widget but not the first. Even the system control
> button with 'QUIT' doesn't quite do it. It is, as David F describes,
> almost dead but not entirely dead. So far, my solution involves brute
> force and ignorance, which works but is messy: I ignore the widget
> carnage until my desktop looks like a checkerboard, then I exit IDL when
> no one can see what I'm doing. I have never bumped into this before,
> so I'm not sure what I've done to cause this mess. I'm not even sure
> what info would be helpful to identify the problem. Any suggestions
> greatly appreciated.

Oh, my Gosh. :-(

Do you have access to the IDL command line when everything goes to hell in a handbasket? If so, have you tried typing `Widget_Control, /Reset`? But that "checkerboard" thing makes me think the window manager is corrupted somehow. I'd try a `.Reset_Session`, just for grins, before I reached for that IDL Quit button, but that may be your own recourse.

But I'm becoming intimately familiar with the Control-Alt-Delete buttons this morning myself, as I can't figure out where this infinite loop is coming from. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Almost dead widgets

Posted by [Dominic Zarro](#) on Thu, 11 May 2000 07:00:00 GMT

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

`widget_control,/reset,/clear_events,bad_id=destroyed`

The above command is usually guaranteed to kill any zombie widgets.

Subject: Re: Almost dead widgets

Posted by [promashkin](#) on Mon, 15 May 2000 07:00:00 GMT

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

Ben Tupper wrote:

> also it heals! I'm gonna tape a copy of it on the inside of the hood of my
> car!

Ben, try also to hang a v. 5.3 CD-ROM on your rear-view mirror. I am
afraid that "decomposed=0" ain't gonna help the car; mine really is
"decomposed" though :-)

Cheers,
Pavel

Subject: Re: Almost dead widgets

Posted by [Ben Tupper](#) on Mon, 15 May 2000 07:00:00 GMT

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

Ben Tupper wrote:

> I have a blocking widget application that calls a modal widget
> application. Carefully planted bugs (not planted by me, of course) in
> the second application crash the application. I can clean up the
> second (crashed) widget but not the first. Even the system control
> button with 'QUIT' doesn't quite do it. It is, as David F describes,
> almost dead but not entirely dead. So far, my solution involves brute
> force and ignorance, which works but is messy: I ignore the widget
> carnage until my desktop looks like a checkerboard, then I exit IDL when
> no one can see what I'm doing. I have never bumped into this before,
> so I'm not sure what I've done to cause this mess. I'm not even sure
> what info would be helpful to identify the problem. Any suggestions
> greatly appreciated.
>
>

Hello,

Thanks to all for the help. I discovered what may be the problem. In the
first routine's cleanup procedure, I failed to check for the existence of
top level base's info structure before trying to free the pointers it
contained. I can't say I understand why the widget is not destroyed
(completely dead) by WIDGET_CONTROL, Even.Top, /Destroy before XMANAGER
calls my cleanup procedure, but maybe I don't need to.

It took me a while to figure this out for two reasons; (1) I didn't (and
haven't before) done any error checking in my cleanup routine and (2) I
couldn't get the problem to happen again (until just now).

At first, I was really wowed by David's ERROR_MESSAGE because after I sprinkled it throughout the routines, I couldn't get the problem to occur again. Geez, that's good software: not only does it report diagnostics but also it heals! I'm gonna tape a copy of it on the inside of the hood of my car!

Ben

--

Ben Tupper

Bigelow Laboratory for Ocean Science
tupper@seadas.bigelow.org

pemaquidriver@tidewater.net
