
Subject: IDL Runtime

Posted by [Andre Kyme](#) on Wed, 14 Nov 2001 06:15:38 GMT

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Hi,

I've developed a widget program which must now be run on IDL runtime. Problem is that whenever a "Cancel" button is selected (which should return execution to the initial menu options) the entire program exits and IDL too! Does anyone know why this is? I'm using the RETALL command in the program to return to the top level (which is XMANAGING the menu) when "cancel" is pressed. It seems to be working fine with the normal development license??

Thanks,

Andre Kyme

Subject: Re: IDL Runtime

Posted by [Craig Markwardt](#) on Wed, 14 Nov 2001 15:03:03 GMT

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Andre Kyme <nak@imag.wsahs.nsw.gov.au> writes:

>

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> should return execution to the initial menu options) the entire program
> exits and IDL too! Does anyone know why this is? I'm using the RETALL
> command in the program to return to the top level (which is XMANAGING
> the menu) when "cancel" is pressed. It seems to be working fine with
> the normal development license??

This is a "doctor, it hurts when I do this" type of question. (Doctor:
"Then don't do that.")

I would argue that the only use for the RETALL command is in interactive debugging of programs, and it should never be used in production programs. As you have just pointed out, RETALL takes away all of your control of the program flow. In your specific case, a return to the main level apparently causes the runtime to exit. There are well established means to return from a widget, like "WIDGET_DESTROY" followed by RETURN.

Good luck,
Craig

--

Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response

Subject: Re: IDL Runtime
Posted by [Andre Kyme](#) on Wed, 14 Nov 2001 22:22:24 GMT
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Hi again,

Thanks for the replies re RUNTIME and RETALL.

I wasn't aware that retail was solely a debugging tool. But I'll only use it as such from now on...

Perhaps my problem is some confusion relating to how XMANAGER works. As far as I can understand if I create a bunch of buttons under a TL base, then call XMANAGER, the program is 'hung' in a loop checking whether events are being processed. So far OK? If one of the buttons is clicked, then we jump to the event handler for that button; but suppose that the event handler calls an event-processing routine that calls another, that calls another etc. - so we end up a few levels deep in the processing of the event. I have used modal prompts along the way in this event processing so that the user can decide "Yes" "No" "Maybe" and so on. One option I want to give them is "Cancel back to the bunch of buttons."

Retail seemed a useful way of getting back to main program level, which am I right in saying will enter us back into the XMANAGER loop ready for the next event?? David says, "Try a more conventional way than using retail" - what is the conventional way of returning from deep in event-processing programs back to the menu buttons? There are no widgets to destroy, I just want to get back to the state the application was in when first loaded.

Thanks,
Andre Kyme

Subject: Re: IDL Runtime
Posted by [Pavel A. Romashkin](#) on Thu, 15 Nov 2001 17:46:04 GMT
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Oh, what a sweet thread. Too bad I missed it. IDL took over my laptop yesterday, I even managed to heat the CPU to the point the fan went on, all using #. But David handled the issue as he always does - with knowledge and determination that are to be admired :)

Cheers,
Pavel
