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Subject: Debugging in IDL 7

Posted by [David Fanning](#) on Thu, 20 Dec 2007 16:51:16 GMT

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Folks,

I've been debugging IDL programs for over 20 years, but I am so friggin' confused right now I can't even see straight. Why does my &\$\*%@ file close every time I hit the F6 key to step though the damn thing!?

Can someone please remind me what's so great about this debug interface? I'm clearly missing something. I have NO IDEA where I am or what the hell I am doing. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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Subject: Re: Debugging in IDL 7

Posted by [Vince Hradil](#) on Thu, 20 Dec 2007 17:05:27 GMT

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On Dec 20, 10:51 am, David Fanning <n...@dfanning.com> wrote:

> Folks,

>

> I've been debugging IDL programs for over 20 years, but  
> I am so friggin' confused right now I can't even see straight.  
> Why does my &\$\*%@ file close every time I hit the F6 key  
> to step though the damn thing!?

>

> Can someone please remind me what's so great about this  
> debug interface? I'm clearly missing something. I have  
> NO IDEA where I am or what the hell I am doing. :-(

>

> Cheers,

>

> David

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Sorry David, F6 works fine for me... Try CTRL+Shift+L to get a list of key bindings.

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Subject: Re: Debugging in IDL 7

Posted by [David Fanning](#) on Thu, 20 Dec 2007 17:11:37 GMT

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David Fanning writes:

> Can someone please remind me what's so great about this  
> debug interface? I'm clearly missing something. I have  
> NO IDEA where I am or what the hell I am doing. :-(

Oh, sorry. Combination of the usual holiday funk,  
a stupid programming error, and a Microsoft keyboard  
did me in there for a moment.

I don't know how this stupid keyboard works, but by  
hitting the F Lock key, I can now step through my code  
instead of closing my friggin' window every time. This  
probably is not IDL's fault.

I'm still suffering from information overload in that  
damn Debug perspective, but I guess I'll get used to that.

Cheers,

David

--

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Subject: Re: Debugging in IDL 7

Posted by [David Fanning](#) on Thu, 20 Dec 2007 17:30:15 GMT

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David Fanning writes:

> I'm still suffering from information overload in that  
> damn Debug perspective, but I guess I'll get used to that.

Part of my problem is that I can no longer reliably determine where I am in my files. Maybe this is an IDL 7 bug. (I'm having difficulty discriminating features from bugs now, sorry.)

So, I am debugging a program. I put a breakpoint in my program. I run it. I stop at the breakpoint. I hit the FLock key and put myself in the wrong mode ... No, forget that last step. I \*finally\* get my keyboard in the right configuration and I step through the code using the F6 key.

OK, find the error. Fix it. Remove the breakpoint. And click the little gear-like icon up above, which apparently means "Save and Compile" (I miss my little stack of suns) and I am ready to go.

I get a compile message in the Console, but the little blue arrow that indicates my position in the file is still there. So where am I? Am I at the main IDL level where I think I am? Or am I still inside the file? Why doesn't that blue arrow go away? How can I make it go away?

Just full of questions this morning. :-(

Cheers,

David

--

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Subject: Re: Debugging in IDL 7

Posted by [David Fanning](#) on Thu, 20 Dec 2007 17:58:09 GMT

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David Fanning writes:

> Part of my problem is that I can no longer reliably  
> determine where I am in my files.

OK, here is my real problem.

I get into the Debug perspective. The editor window in

this perspective is pretty small. (There are lots of other windows containing information that I am sure is totally relevant to my needs, but I don't understand them yet.) Since I want to do some editing, I make the editor window bigger by double clicking on it (nice feature, by the way).

When I am finished with my edits, I double click the window again, which (as I poorly understand it) is suppose to make the window go back to its previous pusillanimous size.

BUT, all hell breaks loose, and all of a sudden my Debug Perspective looks like Hurricane Katrina came though. Most of my windows are now missing, and the ones that are there are about 10 times their normal size. (My IDL command window is right this minute taking up a third of my display!)

I have NO idea how to sort this out. And, of course, if I exit now, IDL is going to think I set this Perspective up this way by choice and will ALWAYS give it to me from now on!! Sigh...

I just want to fix my file and get on with my life....

Cheers,

David

--

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Subject: Re: Debugging in IDL 7

Posted by [David Fanning](#) on Thu, 20 Dec 2007 18:01:42 GMT

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David Fanning writes:

> BUT, all hell breaks loose, and all of a sudden my Debug  
> Perspective looks like Hurricane Katrina came though. Most  
> of my windows are now missing, and the ones that are there  
> are about 10 times their normal size. (My IDL command window  
> is right this minute taking up a third of my display!)  
>  
> I have NO idea how to sort this out.

OK, I must have double-clicked the wrong damn thing.

Because now, if I double-click the tab of my editor window, everything seems to go back to normal. I don't know what I clicked before, but I pray to God I don't click it again!

Cheers,

David

--

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Subject: Re: Debugging in IDL 7

Posted by [Doug Edmundson](#) on Thu, 20 Dec 2007 21:20:11 GMT

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> David Fanning writes:

>

> I get a compile message in the Console, but the little  
> blue arrow that indicates my position in the file is  
> still there. So where am I? Am I at the main IDL level  
> where I think I am? Or am I still inside the file? Why  
> doesn't that blue arrow go away? How can I make it go  
> away?

Hey David,

We have a known bug about the instruction pointer not getting removed when it should be. I'm not sure you found that bug a different way or not, but I'll play around with the steps you described and see if I can get a reproduce case.

Thanks for the bug report.

Cheers,

Doug

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Subject: Re: Debugging in IDL 7

Posted by [Doug Edmundson](#) on Thu, 20 Dec 2007 21:34:34 GMT

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Doug Edmundson wrote:

>> David Fanning writes:

>>  
>> I get a compile message in the Console, but the little  
>> blue arrow that indicates my position in the file is  
>> still there. So where am I? Am I at the main IDL level  
>> where I think I am? Or am I still inside the file? Why  
>> doesn't that blue arrow go away? How can I make it go  
>> away?  
>  
> Hey David,  
>  
> We have a known bug about the instruction pointer not getting removed  
> when it should be. I'm not sure you found that bug a different way or  
> not, but I'll play around with the steps you described and see if I can  
> get a reproduce case.  
>  
> Thanks for the bug report.  
>  
> Cheers,  
> Doug

I should have checked before posting. There's a logged bug which is essentially: "compiling active routine doesn't clear instruction pointer". It's currently marked as needing to be fixed for the next release.

Executing just about any IDL command should update the debug model and thereby clear the erroneous instruction pointer.

Doug

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Subject: Re: Debugging in IDL 7  
Posted by [Robbie](#) on Fri, 21 Dec 2007 06:59:27 GMT  
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Speaking of debugging.

Has anyone managed to use gdb or the MSVC debugger from eclipse?  
I'm getting spontaneous crashes from IDL 7.0 but I can't get any debugging info.

Robbie

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