
Subject: Re: File Delete -- Friggin A!!
Posted by [Wout De Nolf](#) on Fri, 05 Feb 2010 16:11:52 GMT
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On Fri, 5 Feb 2010 08:31:05 -0700, David Fanning <news@dfanning.com> wrote:

> P.S. These are netCDF files, if that makes any difference,
> which I don't think it does, because I can't delete log
> text files either!

Not even when .RESET_SESSION or .FULL_RESET_SESSION ?

Subject: Re: File Delete -- Friggin A!!
Posted by [David Fanning](#) on Fri, 05 Feb 2010 16:20:35 GMT
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Wox writes:

> Not even when .RESET_SESSION or .FULL_RESET_SESSION ?

No.

Something really weird is happening. I can create files in IDL, and then delete them. The files I am having problems with are opened in objects. In general, these files are closed and then deleted (if required) in their CLEANUP methods. It is as if, when I get into the CLEANUP method, I can no longer access the LUN attached to the file, so these files cannot be closed properly. Once this happens, nothing I can do at the IDL command line can get the files out of this condition, and I have to exit IDL to gain access to permission to delete the files.

I'm working on it!

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.")

Subject: Re: File Delete -- Friggin A!!

Posted by [David Fanning](#) on Fri, 05 Feb 2010 18:25:40 GMT

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David Fanning writes:

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> file, so these files cannot be closed properly. Once
> this happens, nothing I can do at the IDL command line
> can get the files out of this condition, and I have to
> exit IDL to gain access to permission to delete the files.

OK, all is right with the world again! :-)

My problems were occurring during program development efforts while I was testing code and searching for bugs. This might explain why tempers were a little frayed this morning. In any case, I learned something that has bugged me for a while in object programming.

I often find myself in "weird states" when I am debugging object programs, and particularly widget object programs. Typically when I am debugging, I am setting a lot of breakpoints. As a result, my object programs don't always run to completion. This can cause problems, of course, if you don't destroy the object before you run the next iteration of the program. (And who does!)

My problem, quite simply, is that my objects were not running to completion and they were not getting destroyed. Thus, they were keeping their files open and not allowing me to delete them. Being objects, I suppose their innards are hidden even from IDL. Or maybe it was because these were netCDF files and those file LUNS are not normally accessible to IDL's file tools. I don't know. In any case, a judicious use of HEAP_GC in addition to CLOSE, /ALL makes it possible for me to delete the offending files.

Cheers,

David

--

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Subject: Re: File Delete -- Friggin A!!
Posted by [Kenneth P. Bowman](#) on Fri, 05 Feb 2010 20:39:17 GMT
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In article <MPG.25d6108d6d570489896f6@news.giganews.com>,
David Fanning <news@dfanning.com> wrote:

> David Fanning writes:
>
>> Something really weird is happening. I can create files
>> in IDL, and then delete them. The files I am having
>> problems with are opened in objects. In general, these
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>> this happens, nothing I can do at the IDL command line
>> can get the files out of this condition, and I have to
>> exit IDL to gain access to permission to delete the files.
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> OK, all is right with the world again! :-)
>
> My problems were occurring during program development
> efforts while I was testing code and searching for bugs.
> This might explain why tempers were a little frayed this
> morning. In any case, I learned something that has bugged
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> object programs, and particularly widget object programs.
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> netCDF files and those file LUNS are not normally accessible

> to IDL's file tools. I don't know. In any case, a judicious
> use of HEAP_GC in addition to CLOSE, /ALL makes it possible
> for me to delete the offending files.

>
> Cheers,
>
> David

Is that a long way of saying "operator error"?

Ken Bowman

Subject: Re: File Delete -- Friggin A!!
Posted by [David Fanning](#) on Fri, 05 Feb 2010 21:50:57 GMT
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Kenneth P. Bowman writes:

> Is that a long way of saying "operator error"?

Well, not exactly. It's a little more complicated
than that. :-)

Cheers,

David

--

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Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: File Delete -- Friggin A!!
Posted by [munka](#) on Sun, 07 Feb 2010 08:20:59 GMT
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On Feb 5, 3:50 pm, David Fanning <n...@dfanning.com> wrote:

> Kenneth P. Bowman writes:
>> Is that a long way of saying "operator error"?
>
> Well, not exactly. It's a little more complicated
> than that. :-)
>

> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thue. ("Perhaps thos speakest truth.")

just add spawn,'rm *' and all the files will be deleted! Even the
ones you don't want deleted! problem solved!

Subject: Re: File Delete -- Friggin A!!
Posted by [penteado](#) on Sun, 07 Feb 2010 08:59:37 GMT
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On Feb 7, 6:20 am, munku <mynameismu...@gmail.com> wrote:
> On Feb 5, 3:50 pm, David Fanning <n...@dfanning.com> wrote:
>
>> Kenneth P. Bowman writes:
>>> Is that a long way of saying "operator error"?
>
>> Well, not exactly. It's a little more complicated
>> than that. :-)
>
>> Cheers,
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>> David
>
>> --
>> David Fanning, Ph.D.
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>> Sepore ma de ni thue. ("Perhaps thos speakest truth.")
>
> just add spawn,'rm *' and all the files will be deleted! Even the
> ones you don't want deleted! problem solved!

Not necessarily. If the files are open, the OS may put a lock on them,
to keep them from being written or erased by other applications, until
IDL releases the lock by closing the files. Also, unless Windows has
at some point started accepting rm in the command prompt, that would
not work, as in DOS the command was del. Further, the remove command
might ask for confirmation, which would not be provided spawn.

Subject: Re: File Delete -- Friggin A!!

Posted by [David Fanning](#) on Sun, 07 Feb 2010 15:28:01 GMT

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munka writes:

> just add spawn,'rm *' and all the files will be deleted! Even the
> ones you don't want deleted! problem solved!

Yeah, I don't think so. It's more complicated than that. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: File Delete -- Friggin A!!

Posted by [munka](#) on Tue, 09 Feb 2010 22:16:05 GMT

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On Feb 7, 2:59 am, pp <pp.pente...@gmail.com> wrote:

> On Feb 7, 6:20 am,munka<mynameismu...@gmail.com> wrote:

>

>

>

>

>

>> On Feb 5, 3:50 pm, David Fanning <n...@dfanning.com> wrote:

>

>>> Kenneth P. Bowman writes:

>>>> Is that a long way of saying "operator error"?

>

>>> Well, not exactly. It's a little more complicated

>>> than that. :-)

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>>> Cheers,

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>>> David

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> at some point started accepting rm in the command prompt, that would
> not work, as in DOS the command was del. Further, the remove command
> might ask for confirmation, which would not be provided spawn.

Oh! Well I'm used to working on mac, which allows that particular unix
command
