Subject: Re: Fragile IDL 8 Object Programs Posted by Paul Van Delst[1] on Mon, 25 Oct 2010 15:31:14 GMT

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Hello,

A majority of my new IDL code is object oriented. When I'm testing and things go pear shaped, I use the traceback to fix the problem(s) and then type IDL> .reset_session and run my test code again. Do you reset?

This used to be a pita to do because you had to re-setup everything for the tests (read files, set values, etc) but

since I've started using Mike Galloy's mgunit, the setup method takes care of that every time I run the test already.

I've never experienced any particular fragility with objects in IDL 8 vs IDL 7.x on my linux box. But, I've only been

IDL8-ing for about a month or so. And, so far, all my widgets are the regular, non-Catalyst kind.

cheers,

pauly

David Fanning wrote:

> Folks,

>

- > Is anyone else having this problem? I write a LOT of
- > IDL object programs. But I pretty much have to work
- > in IDL 7 to debug them. IDL 8 is so incredibly fragile
- > when an object crashes. I don't know if this is because
- > of the new memory management of objects or what. But
- > it's just really hard to work this way. Is it because
- > my widgets are objects and there is some bad interaction
- > between these two systems? Is it because I recompile after
- > an object has crashed and I fix the problem, so the cleanup
- > is confused? I don't know. Still looking for patterns and
- > solutions. :-(

>

> Cheers,

>

> David

>

>

Subject: Re: Fragile IDL 8 Object Programs Posted by David Fanning on Mon, 25 Oct 2010 15:38:00 GMT

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Paul van Delst writes:

- > A majority of my new IDL code is object oriented. When I'm testing and things go pear shaped, I use the traceback to fix
- > the problem(s) and then type
- > IDL> .reset session
- > and run my test code again. Do you reset?

I don't really reset, no. I've never had to. And I don't want to.

I'm multi-tasking, usually, and I have variables, etc. set up for my book. I suppose I could come up with a better plan for restoring those variables, but this all seems like a LOT of work to me!

I think this is exactly what I had in mind when I just wrote about "changing the way you work". :-(

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: Fragile IDL 8 Object Programs
Posted by penteado on Mon, 25 Oct 2010 15:45:01 GMT
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On Oct 25, 1:06 pm, David Fanning <n...@dfanning.com> wrote:

> Folks,

>

- > Is anyone else having this problem? I write a LOT of
- > IDL object programs. But I pretty much have to work
- > in IDL 7 to debug them. IDL 8 is so incredibly fragile
- > when an object crashes. I don't know if this is because
- > of the new memory management of objects or what. But
- > it's just really hard to work this way. Is it because

- > my widgets are objects and there is some bad interaction
- > between these two systems? Is it because I recompile after
- > an object has crashed and I fix the problem, so the cleanup
- > is confused? I don't know. Still looking for patterns and
- > solutions. :-(

Fragile in what sense? Besides the on_error issue, which is not specific to objects, I have not noticed any such difference when debugging, either with object or non-object programs, preexisting or new, using Catalyst or not.

Subject: Re: Fragile IDL 8 Object Programs
Posted by David Fanning on Mon, 25 Oct 2010 15:53:44 GMT
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Paulo Penteado writes:

- > Fragile in what sense? Besides the on_error issue, which is not
- > specific to objects, I have not noticed any such difference when
- > debugging, either with object or non-object programs, preexisting or
- > new, using Catalyst or not.

Fragile in the sense that when one of my object programs crashes (there are usually widgets involved), and I fix the problem and re-compile and re-run, quite often, but not always, IDL simply freezes and refuses to do anything at all. I need to kill it, which takes on the order of a minute or two, and re-start it in order to proceed.

It is possible there are left-over graphical widgets on the display when I re-compile. Most of the time I am not aware of this because I can't get the darn things to pop forward on my display, and I usually have multiple applications open on both monitors, so my graphics windows are almost always hidden. I spend about half the day trying to find the damn things!

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: Fragile IDL 8 Object Programs Posted by David Fanning on Mon, 25 Oct 2010 16:01:32 GMT

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David Fanning writes:

- > It is possible there are left-over graphical widgets on
- > the display when I re-compile. Most of the time I am not
- > aware of this because I can't get the darn things to pop forward
- > on my display, and I usually have multiple applications
- > open on both monitors, so my graphics windows are almost
- > always hidden. I spend about half the day trying to find
- > the damn things!

I really should try to find another way of working, I suppose. I've grown too comfortable with the clutter. :-)

Cheers,

David

P.S. Let's just say a mindfulness approach of working on one thing at a time might be the perfect solution to ALL my problems! :-)

--

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: Fragile IDL 8 Object Programs
Posted by Paul Van Delst[1] on Mon, 25 Oct 2010 17:13:34 GMT
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Does this only happen when you use the idlde? Or also in command line usage?

cheers,

pauly

p.s. Full disclosure: I have *never* used the idlde. I just started it up for the very first time and my simple hello

world program produced several pages of errors. Goodness.

David Fanning wrote: > Paulo Penteado writes: > >> Fragile in what sense? Besides the on_error issue, which is not >> specific to objects, I have not noticed any such difference when >> debugging, either with object or non-object programs, preexisting or >> new, using Catalyst or not. > Fragile in the sense that when one of my object programs > crashes (there are usually widgets involved), and I fix > the problem and re-compile and re-run, quite often, but not > always, IDL simply freezes and refuses to do anything at all. > I need to kill it, which takes on the order of a minute > or two, and re-start it in order to proceed. > > It is possible there are left-over graphical widgets on > the display when I re-compile. Most of the time I am not > aware of this because I can't get the darn things to pop forward > on my display, and I usually have multiple applications > open on both monitors, so my graphics windows are almost > always hidden. I spend about half the day trying to find > the damn things! > > Cheers, > > David

>