
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,

paulv

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/>
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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:

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> 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,

paulv

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
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> on my display, and I usually have multiple applications
> open on both monitors, so my graphics windows are almost
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> the damn things!

>

> Cheers,

>

> David

>

>