# Subject: Fragile IDL 8 Object Programs Posted by David Fanning on Mon, 25 Oct 2010 15:06:00 GMT

View Forum Message <> Reply to Message

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

--

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 17:31:29 GMT
View Forum Message <> Reply to Message

#### Paul van Delst writes:

- > 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.

Oh, dear. Do you see why "changing the way you work" is NEVER a good idea! :-)

I work in Windows. I have NO idea what an IDL command line is. :-)

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 17:45:38 GMT
View Forum Message <> Reply to Message

# David Fanning writes:

- > I work in Windows. I have NO idea what an IDL command
- > line is. :-)

Although, it occurs to me that if I returned to this 1975ish way of running IDL I might actually be able to find my graphics windows! :-)

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 R.G.Stockwell on Mon, 25 Oct 2010 21:33:25 GMT
View Forum Message <> Reply to Message

"David Fanning" <news@dfanning.com> wrote in message news:MPG.272f4ac536998cd89897f6@news.giganews.com...

> 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. :-(

There is definitely something weird going on in IDL's cleanup. I am much more of a

number cruncher than a widget maker, but when I debug some code and try to keep

going, it almost always is messed up.

In fact, I now automatically type ctrl S ctrl I .f ctrl F8 F8 when I save the current file.

without even thinking about it, because of the need to reset the session.

(though sometimes, an old ctrl w will find it's way into that sequence, which causes me to stare at the screen for a few moments wondering what happened. lol.

cheers, bob

PS for you newcomers, ctrl w used to be the command to switch to the command line from

the edit window. now, it closes the current editor window, which means I have to go and search

my disks for the mysterious location of the file I was working on so I can reopen it again.

Subject: Re: Fragile IDL 8 Object Programs
Posted by David Fanning on Mon, 25 Oct 2010 22:13:18 GMT

View Forum Message <> Reply to Message

R.G. Stockwell writes:

- > PS for you newcomers, ctrl w used to be the command to switch to the command
- > line from
- > the edit window. now, it closes the current editor window, which means I
- > have to go and search
- > my disks for the mysterious location of the file I was working on so I can
- > reopen it again.

You would think these would be in the "recently opened files list" under the File menu to the Workbench, but the only files that are ever on this list (when I look, which isn't often anymore) are files I was editing last week! :-)

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 Doug Edmundson on Mon, 25 Oct 2010 23:04:37 GMT
View Forum Message <> Reply to Message

On 10/25/10 4:13 PM, David Fanning wrote:

- > You would think these would be in the "recently opened files list"
- > under the File menu to the Workbench, but the only files that
- > are ever on this list (when I look, which isn't often anymore)
- > are files I was editing last week! :-)

This is a bit of an aside, but I'll throw it out here for whomever it may help...

If you press ctrl+shift+r then the workbench will open up the "Open Resource" dialog. You can then type in the partial name of a .pro file and all matches should show up in a list. Wildcards are accepted. The location of the file is shown at the bottom. This makes it pretty handy to quickly open a file when you don't quite remember its name or location. Note that it searches open projects, not !path.

Hope this makes someone happy. :)

Cheers.

Subject: Re: Fragile IDL 8 Object Programs
Posted by penteado on Mon, 25 Oct 2010 23:13:18 GMT
View Forum Message <> Reply to Message

On Oct 25, 9:04 pm, Doug Edmundson <do...@ittvis.com> wrote:

- > If you press ctrl+shift+r then the workbench will open up the "Open
- > Resource" dialog. You can then type in the partial name of a .pro file
- > and all matches should show up in a list. Wildcards are accepted. The
- > location of the file is shown at the bottom. This makes it pretty handy
- > to guickly open a file when you don't guite remember its name or
- > location. Note that it searches open projects, not !path.

>

> Hope this makes someone happy. :)

This feature has been making me happy since IDL 7 came out. I similarly like the option of auto opening files on compilation. One of these ways is how I always open a file. I never go to the file->open menu.

My favorite (now hidden) shortcut on the editor is ctrl+q, to go to the last edit location. There used to be a button for it, but it disappeared on IDL 8. When I forget it, I have to resort to crtl+shift +I, for the list of shortcuts.

Subject: Re: Fragile IDL 8 Object Programs
Posted by David Fanning on Mon, 25 Oct 2010 23:39:16 GMT
View Forum Message <> Reply to Message

## Doug Edmundson writes:

- > If you press ctrl+shift+r then the workbench will open up the "Open
- > Resource" dialog. You can then type in the partial name of a .pro file
- > and all matches should show up in a list. Wildcards are accepted. The
- > location of the file is shown at the bottom. This makes it pretty handy
- > to quickly open a file when you don't quite remember its name or
- > location. Note that it searches open projects, not !path.

>

> Hope this makes someone happy. :)

Whoa! That's pretty good. Thanks, Doug. :-)

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 R.G.Stockwell on Tue, 26 Oct 2010 19:34:19 GMT
View Forum Message <> Reply to Message

- "Paulo Penteado" <pp.penteado@gmail.com> wrote in message news:4e60de53-465a-44af-bedd-b87a88cde79d@j2g2000yqf.googleg roups.com...
- > On Oct 25, 9:04 pm, Doug Edmundson <do...@ittvis.com> wrote:
- >> If you press ctrl+shift+r then the workbench will open up the "Open
- >> Resource" dialog. You can then type in the partial name of a .pro file
- >> and all matches should show up in a list. Wildcards are accepted. The
- >> location of the file is shown at the bottom. This makes it pretty handy
- >> to guickly open a file when you don't guite remember its name or
- >> location. Note that it searches open projects, not !path.

>>

>> Hope this makes someone happy. :)

>

- > This feature has been making me happy since IDL 7 came out. I
- > similarly like the option of auto opening files on compilation. One of
- > these ways is how I always open a file. I never go to the file->open
- > menu.

>

- > My favorite (now hidden) shortcut on the editor is ctrl+q, to go to
- > the last edit location. There used to be a button for it, but it
- > disappeared on IDL 8. When I forget it, I have to resort to crtl+shift
- > +I, for the list of shortcuts.

good tips. thanks.

btw, another thing I do on occasion: anyone remember when ctrl-D used to open the file containing the selected routine? That is ctrl-F3 now.

In a hilarious twist, ctrl-D no longer opens the file of the routine, rather it erases the whole line. Iol.

cheers, bob PS the fingers are like elephants. they never forget.

Subject: Re: Fragile IDL 8 Object Programs
Posted by Mark[1] on Tue, 26 Oct 2010 23:08:26 GMT
View Forum Message <> Reply to Message

Since installing IDL 8 (Windows, 32-bit) a couple of weeks ago I've had the IDLDE "softly and suddenly vanish away and never be met with again"(\*) a few times while cleaning up a complicated heap of objects. I guess it came across a boojum somewhere in the heap. There's an update planned, isn't there?

\* http://en.wikipedia.org/wiki/The\_Hunting\_of\_the\_Snark

Subject: Re: Fragile IDL 8 Object Programs
Posted by Mark Piper on Wed, 27 Oct 2010 13:34:50 GMT

View Forum Message <> Reply to Message

On Oct 26, 1:34 pm, "R.G. Stockwell" <noem...@please.com> wrote:

- > good tips. thanks.
- >

>

- > btw, another thing I do on occasion: anyone remember when ctrl-D used to
- > open the file containing the selected routine? That is ctrl-F3 now.
- > In a hilarious twist, ctrl-D no longer opens the file of the routine, rather > it erases the whole line. Iol.
- >
- > cheers,
- > pop
- >
- > PS the fingers are like elephants. they never forget.

You can configure your own keybindings in the workbench preferences (through the preferences menu, or better, as Paolo suggests above, use Ctrl-Shift-L, twice). What's handy is that you can save your keybindings to a file. I've been saving/restoring the same file (and modifying it as I find new keybindings I'd like to map) since IDL 7.0.

mp

Subject: Re: Fragile IDL 8 Object Programs

# Posted by R.G.Stockwell on Wed, 27 Oct 2010 17:08:22 GMT

View Forum Message <> Reply to Message

"Mark Piper" <mpiper@ittvis.com> wrote in message news:90a9363e-a685-44f9-8c8f-5517c4351f1d@30g2000ygl.googleg roups.com... > On Oct 26, 1:34 pm, "R.G. Stockwell" <noem...@please.com> wrote: >> good tips. thanks. >> >> btw, another thing I do on occasion: anyone remember when ctrl-D used to >> open the file containing the selected routine? That is ctrl-F3 now. >> >> In a hilarious twist, ctrl-D no longer opens the file of the routine. >> rather >> it erases the whole line. lol. >> cheers, >> bob >> PS the fingers are like elephants. they never forget. You can configure your own keybindings in the workbench preferences > (through the preferences menu, or better, as Paolo suggests above, use

Yeah, and I have considered this. I ended up choosing for mobility so I could actually work on a different machine, or someone else's, without quickly deleting all their lines of code and then closing the windows. Iol.

> Ctrl-Shift-L, twice). What's handy is that you can save your

keybindings to a file. I've been saving/restoring the same file (and
 modifying it as I find new keybindings I'd like to map) since IDL 7.0.

I just think it is funny that the key commands change (first of all, WHY??) and it is even funnier that the "old" commands become so completely destructive. Presumably the current key shortcuts are something of a standard across all development environments.

The only piece of me-specific stuff I carry around with me is windows commander. I tend to install that everywhere I go, cause it is just such a nice file manager.

cheers, bob

> mp

Subject: Re: Fragile IDL 8 Object Programs

#### R.G. Stockwell writes:

- > I just think it is funny that the key commands change (first of all, WHY??)
- > and it is even funnier that the "old" commands become so completely
- > destructive

It would be even funnier if the new graphics commands moved any IDL program that used the old graphics commands out of the IDL path entirely!

That would get people moving in the right direction. :-)

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 rdh on Wed, 27 Oct 2010 22:39:18 GMT

View Forum Message <> Reply to Message

- > 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. :-(

FYI, there is a known bug using heap variables with object graphics as a result of IDL 8's new automatic garbage collection. Perhaps this is related to what you are seeing?

Basically, IDL "cleans up" any heap variables that are created within object graphics routines at random points, for our programs it happens with IDLgrWindow->Draw(). I'm not sure if this is the only method affected. The bug # is CR59955 and it is supposedly going to be fixed in the next IDL 8 patch.

You can currently get around this problem by disabling garbage collection with !null = heap\_refcount(/DISABLE), or by using IDL 7.

Romy