
Subject: IDL 8.0.1 crashes

Posted by [b_gom](#) on Thu, 06 Jan 2011 00:08:24 GMT

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Is any one else experiencing random crashes with IDL 8 \ eclipse? IDL dies and disappears about 3 time an hour for me. There is no warning, and I can't find a pattern. Sometimes it happens when the help is open, sometimes not. Sometimes it is when I'm running an object graphics program, sometimes its just when I'm typing into the editor. I get the same behavior on two new windows 7 machines, 64 and 32 bits. I think I was getting similar crashes on XP. All the other software on these systems runs fine. I'm guessing it is eclipse related, but I could be wrong.

If anyone else is seeing this, is there any hope for a solution? I wish ITT had some sort of crash logging so that users could report how their buggy software is dying..

Subject: Re: IDL 8.0.1 crashes

Posted by [David Fanning](#) on Thu, 06 Jan 2011 19:01:58 GMT

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Kenneth P. Bowman writes:

> So is the problem the Workbench? I run IDL 8 on Macs and never
> see crashes*, but then I don't use the Workbench.

As I understand the "theory of the problem" (and my information is several months out of date), there are problems in communicating between the IDL and JAVA processes. These may well be JAVA problems, rather than IDL problems, but in any case, there are interaction problems.

In IDL 7 this was not that big a deal because the IDL process and the JAVA (Workbench) process were two separate processes, so that if the Workbench went down the IDL process didn't. (Remember, you had to go spend a couple of hours figuring out how to kill the IDL process after one of these episodes so you could get things going again.)

In IDL 8, the two processes (I'm waving my hands here) were "merged" into a single process. The effect of this was to make the Workbench significantly more "fragile" on some machines, and on Windows machines in particular.

That's all I know about it, except that my way of working in IDL (apparently!) is almost guaranteed to tickle whatever problem it is that causes things to go South. I basically can't get any work done in IDL 8 because it

won't stay alive long enough for me to finish the job. :-(

I will say this, though. I can't remember the last time I had a problem with IDL 7.1 on my Windows machine. Whatever IDL 8 put into the registry solved a heck of a lot of problems that I used to have in IDL 7.1. I'm really happy with it, although I would like to be participating more fully in the discussion of the new language features. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL 8.0.1 crashes
Posted by [Leonardo R. Sbaraini](#) on Thu, 19 Jul 2012 19:02:35 GMT
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The new Garbage collector detonated my old programs.

Example ?

Inside routine r2 getting an object-attribute from class, and then returning it to r1. The class cleanup will be called after r2 scope.

```
;-----  
pro class_define  
  
    struct = {class, obj : obj_new() }  
  
end  
  
;-----  
pro Class::Init  
  
    self.obj = obj_new('GenericClass')  
  
end  
  
;-----  
pro r2, obj
```

```
c = obj_new('class')
c->Get, obj
```

```
help, obj
```

```
end
```

```
;-----
pro r1
```

```
r2, obj
```

```
help, obj
```

```
end
```

```
;-----
OLD IDL:
```

```
OBJ  OBJREF  = <ObjHeapVar2(CLASS_OBJECT)>
OBJ  OBJREF  = <ObjHeapVar2(CLASS_OBJECT)>
```

SAME CODE, RUNNED IN THE NEW IDL

```
OBJ  OBJREF  = <ObjHeapVar2(CLASS_OBJECT)>
OBJ  OBJREF  = <ObjHeapVar2>
```

-----> FAIL <-----

Question: There is a compilation option ?

Subject: Re: IDL 8.0.1 crashes
Posted by [Leonardo R. Sbaraini](#) on Thu, 19 Jul 2012 19:07:46 GMT
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Oh, I have to say, heap_refcount do not work in IDL7.
We have machines running old licence and the new one.

FAIL
