
Subject: IDL 8.2 and Object Programming
Posted by [DavidF\[1\]](#) on Fri, 12 Oct 2012 15:45:17 GMT
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Folks,

I had an opportunity to teach a class this week using IDL 8.2. We were mostly writing object programs. I have to admit that I haven't seen IDL crash and act so oddly on so many machines in a long while. I had to exit and restart IDL several times myself, when programs that were suppose to display graphics just plain refused to do so anymore, even after resetting the session, recompiling the program, etc. Mostly this occurred after program errors, but we had Catch error handlers in all our methods, and there was no indication that anything in particular was wrong. IDL responded to our commands. It just wouldn't run the program anymore. Exiting IDL and restarting solved whatever problem it was.

It appears to me that IDL doesn't alway recover properly when a program encounters an error and stops. (These were often widget-objects we were writing, so maybe the problem is recovering from a stop in the event loop.)

In any case, the behavior is baffling to IDL expert and newby alike. :-)

Cheers,

David
