
Subject: Debugging a widget program (someone else's)
Posted by [wlandsman](#) on Thu, 09 May 2013 21:03:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm looking for generic advice on how to debug a large widget program. Right now I press on a button and it displays an incorrect value. But I don't have any idea where to insert a breakpoint in the thousands of lines of code to debug the problem. Yes, I could look at the widget creation section for the button, then look for the event handler, and then try to follow the hierarchy of procedures until I find the function doing the calculations.

What I would really like is some sort of procedure event log, that could show me in order the procedures and functions that are called after I press the button. Sort of like a reverse traceback that tells me where I am going rather than how I got where I am ;-)

I vaguely recall reading about something like this, but maybe it wasn't in IDL.

Thanks, --Wayne
