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Subject: IDL Hard Crashing

Posted by [David Fanning](#) on Tue, 04 Mar 2014 23:44:04 GMT

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Folks,

I'm doing some object/widget programming today and I'm having a very hard time keeping IDL on its feet. Can't remember this many serious crashes.

The last time IDL crashed I saw this message (I think): "Attempt to delete non-existent widget from hash table."

I'm not using hashes in my code, so I presume this message came from IDL. Any ideas about what it might mean? I am doing the normal clean-up of objects. And, if the objects are widgets, destroying them properly (I think). IDL 8.2.3 on Windows. The problem occurs when my program stops with a program error and I try to get it going again.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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Subject: Re: IDL Hard Crashing

Posted by [Matthew Argall](#) on Wed, 05 Mar 2014 00:08:26 GMT

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I ran into this problem once before. In my program, all of the widgets had a Kill\_Notify event handler destroyed the object it was associated with. In my primary object program, I mistakenly had the cleanup method destroy the objects associated with the widgets from top down.

As a concrete example, say I had a window widget/object and a top level base widget/object. Killing the top level base widget also kills all its child widgets (the window widget). The Kill\_Notify event handler then destroys the associated object.

But what I was doing is destroying the window widget/object first, so that when the top level base widget was destroyed, the window no longer existed when the base tried to kill it. That is what generated the error.

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Subject: Re: IDL Hard Crashing

Posted by [David Fanning](#) on Wed, 05 Mar 2014 01:38:50 GMT

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Matthew Argall writes:

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> As a concrete example, say I had a window widget/object and a top level base widget/object. Killing the top level base widget also kills all its child widgets (the window widget). The Kill\_Notify event handler then destroys the associated object.  
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> But what I was doing is destroying the window widget/object first, so that when the top level base widget was destroyed, the window no longer existed when the base tried to kill it. That is what generated the error.

This sounds about right. Thanks. I'll look into it.

Cheers,

David

--  
David Fanning, Ph.D.  
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