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Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [davidf](#) on Fri, 30 Jan 1998 08:00:00 GMT

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Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:

> Just type  
>  
> XMANAGER,CATCH=0  
>  
> at the command line \*before\* you run your widget app, or put it in your  
> IDL startup file. It works just fine for me (IDL 5.0.3, SGI Irix 6.2).

This actually DOES work, but apparently for the wrong reasons. :-)

I was just up to RSI today showing them all my weird bugs and they agreed this was one of them. In the process of showing it to them I discovered that once I had set Catch=0 and my program didn't run, that when I removed the Catch=0 my program actually BEHAVED as if Catch=0 were active! Neat! (This is how you get rich writing books, by the way, explaining things like this.)

So, anyway, something weird is going on, but doing as Liam suggests actually works. To turn the "action" off, just do this:

XManager, Catch=1

Cheers,

David

-----  
David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [rivers](#) on Fri, 30 Jan 1998 08:00:00 GMT

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In article <MPG.f3bb014bf2038a1989707@news.frii.com>, [davidf@dfanning.com](mailto:davidf@dfanning.com) (David Fanning) writes:

> Jack Saba ([jackxxx@magusxxx.stx.com](mailto:jackxxx@magusxxx.stx.com)) writes:

>  
>> In IDL 4, when an error occurs in a widget application that uses  
>> XMANAGER, the program stops in the module that caused the error.  
>> IDL tells you what line the error occurred on and you can look at the  
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>> least to tell you where the error occurred? I tried using the new  
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>> out how to use it, or this isn't the solution.  
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In IDL 5 there is a /no\_block keyword to XMANAGER. If you set this keyword it does 2 things:

- 1) Gives you access to the IDL command prompt even when your widget application is running
- 2) Produces the old IDL 4 behaviour when your widget application gets an error, i.e. gives you a traceback to where the error occurred

Item 1) above is documented of course, but I don't recall seeing item 2) documented. In any event I like both of these behaviours, so I always use /no\_block.

---

|                    |                                   |
|--------------------|-----------------------------------|
| Mark Rivers        | (773) 702-2279 (office)           |
| CARS               | (773) 702-9951 (secretary)        |
| Univ. of Chicago   | (773) 702-5454 (FAX)              |
| 5640 S. Ellis Ave. | (708) 922-0499 (home)             |
| Chicago, IL 60637  | rivers@cars.uchicago.edu (e-mail) |

or:

|                             |                           |
|-----------------------------|---------------------------|
| Argonne National Laboratory | (630) 252-0422 (office)   |
| Building 434A               | (630) 252-0405 (lab)      |
| 9700 South Cass Avenue      | (630) 252-1713 (beamline) |
| Argonne, IL 60439           | (630) 252-0443 (FAX)      |

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Subject: Re: Q: debuggging widget applications in IDL 5  
Posted by [Liam Gumley](#) on Fri, 30 Jan 1998 08:00:00 GMT  
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Jack Saba wrote:

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at the command line \*before\* you run your widget app, or put it in your  
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Cheers,  
Liam.

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Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [mallors](#) on Fri, 30 Jan 1998 08:00:00 GMT

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In article <34D1E3C0.76BF@magusxxx.stx.com>,

Jack Saba <jackxxx@magusxxx.stx.com> writes:

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> XMANAGER, the program stops in the module that caused the error.  
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> out how to use it, or this isn't the solution. Right now it looks like  
> we're going to have to keep IDL 4 around just for this.  
>  
> If you send email, reply to the address below.

When IDL had their 5.0 seminars a few months back, I mentioned this problem to RSI, and suggested that XMANAGER print out the line number of the error statement. We can only hope it's included in 5.1! I also could not get CATCH = 0 to "do the right thing", especially when using multiple top level bases.

-bob

--

Dr. Robert S. Mallozzi  
University of Alabama in Huntsville  
<http://cspar.uah.edu/~mallozzir/>

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Subject: Re: Q: debuggging widget applications in IDL 5  
Posted by [Alex Schuster](#) on Fri, 30 Jan 1998 08:00:00 GMT  
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David Fanning wrote:

> Jack Saba (jackxxx@magusxxx.stx.com) writes:  
  
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> I can't figure it out, either. When I set Catch=0 on my  
> Windows NT machine (IDL 5.0.3) my widgets programs don't  
> run at all. Ever. I don't \*think\* this is how it is suppose  
> to work, but nothing I've tried works except just removing  
> the CATCH=0 keyword.

Strange. I didn't try NT yet, but on our SUNs it works. I use this line at the beginning of my programs:

```
if ( float( !version.release ) ge 5.0 ) then xmanager, catch=0
```

Alex

--

Alex Schuster    Wonko@weird.cologne.de    PGP Key available  
alex@pet.mpin-koeln.mpg.de

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Subject: Re: Q: debuggging widget applications in IDL 5

Posted by [davidf](#) on Fri, 30 Jan 1998 08:00:00 GMT

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Jack Saba (jackxxx@magusxxx.stx.com) writes:

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I deal with the problem of where an error occurs by writing small, very modular event handlers and by having my own CATCH error handling in these modules. In this way, I always know in which module the error occurs. And because the module is small, a few minutes of detective work can usually isolate the problem.

But I do wish there was a better solution. What would be ideal is for there to be a !Line\_Number\_Error system variable that gets set whenever an error occurs in a program module.

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: davidf@dfanning.com  
Phone: 970-221-0438  
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Subject: Re: Q: debuggging widget applications in IDL 5  
Posted by [David Foster](#) on Fri, 06 Feb 1998 08:00:00 GMT  
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> Mark Rivers wrote:  
>> Jack Saba (jackxxx@magusxxx.stx.com) writes:  
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> error, i.e. gives you a traceback to where the error occurred  
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> Item 1) above is documented of course, but I don't recall seeing item 2)  
> documented. In any event I like both of these behaviours, so I always use  
> /no\_block.

I wasn't aware that the /no\_block keyword caused this behavior (#2).  
Perhaps this only works under Solaris 2.X, but I put

XMANAGER, CATCH=0

in our idl\_startup file, and we get "IDL 4-like" behavior when errors  
occur, whether or not the keyword /NO\_BLOCK was used (some of our  
applications require its absence).

Dave

--

~~~~~  
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