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Subject: Re: ? PICKFILE() problem (idl 4.0.1) ?

Posted by [Peter Cornelius](#) on Sat, 30 Jan 1999 08:00:00 GMT

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David Fanning <davidf@dfanning.com> wrote:

> Oh, dear.

> (...)

Thanks for the kick. I might just have needed that. :) I already have changed some portions of the source, though this modal stuff seems to be too far away. I just thought it was to lock the other widgets while requiring the user to enter something in a special place. If there's interest, i can write/post some source (now without common blocks and such). But I already have been quite lengthy.

I asked our library to acquire the book, but if I believe amazon.com, it'll arrive after my time. At least it'll be there when anyone else will need it, then.

If idl weren't that bl... expensive i'd have a (current) copy of my own at home to fiddle with, and i could work with an os underneath (the problem is, although i am a student still, i can't use the student's version since, to all what i know, it only allows arrays of up to 500x500 elements or so, but the ones i start with are abt. 750x550 ...). The necessity of a runtime license doesn't make it attractive, either.

So. Maybe, i'll just hardcode the file names in there when i need them, it's less than a hundred files (i think) only a couple of which i might really include in the end. I more urgently need to be done than having a particularly beautiful code. Unfortunately, since I start liking the game.

Anyways, I probably will be back for one or the other beginners' question in a while. Thank you very much for your patience and responses. Please go on being that patient with future newbies, too.

Best regards,

Peter.

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