
Subject: Re: IDL for windows 3.5.1 bugs
Posted by [HADFIELD\[1\]](#) on Fri, 11 Mar 1994 00:12:20 GMT
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In article <2l87je\$c9o@nrcnet0.nrc.ca> mbastian@myhost.subdomain.domain (Matthew Bastian) writes:

> I've spent the last few days porting some VAX IDL code to the PC and have
> come across some bugs.

> 1) findfile:

...

> 2) graphics pipe doesn't get flushed:

> when plotting it seems that the graphics buffer doesn't get flushed and will
> only do so on a subsequent plot.

> I'll limit my ranting and raving to these. I have manages to make work arounds
> for most of the DOS limitations. Has anyone come across these aswell and found
> a solution? The flushing of the graphics pipe is a big problem!

Put EMPTY commands at stategic places in your code.

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