Subject: Re: IDL for windows 3.5.1 bugs
Posted by HADFIELD[1] on Mon, 07 Mar 1994 20:59:38 GMT
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In article <jackel.5.0010894A@canlon.physics.uwo.ca> jackel@canlon.physics.uwo.ca (Brian Jackel) writes:

> ... is there anybody out there running 3.5 on a PC?
> I was wondering if the following bugs had been fixed:
>
> 1) The built-in editor running out of space
> 2) Incomplete support for some font-related commands with Widgets
> 3) Non-standard behaviour in the Windows environment. Specifically,
> version 3.1 doesn't seem to respond to ^C unless there is I/O to the
> screen. Consequently, the only way out of a computationally intensive
> mistake is Ctrl-Alt-Del. However, this frequently results not in the usual
> Windows "Application is not responding, do you want to kill it" message,
> but in an ungraceful crash out of Windows. This is irritating.

1) I got IDL 3.5.1 for the PC a week ago. I haven't been brave enough to try the editor. Under 3.1 it used to crash IDL and ERASE THE FILES. I could never work out a pattern but I understand this happened when the file size was a multiple of 64 or 96 bytes or something. RSI do not claim to have fixed/improved the editor. It will have to be a lot better before I use it again.

2) Never encountered this.

3) This, I think, is a consequence of the fact that IDL for Windows doesn't do cooperative multitasking very well. (Have you ever noticed that screen output that should be written at the start of a long computation doesn't appear till the end? Ie. even IDL's own screen output is held up by the computations.) I don't see any change in 3.5.

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