
Subject: Re: Back to idl after a looong time...

Posted by [Alex Schuster](#) on Mon, 05 Feb 2001 14:05:26 GMT

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Stuart Norton wrote:

> I have tried the UNIX IDLDE (5.3 and 5.4 both, I believe) and quickly gave
> up... my problem is that I write very buggy code and so I have to hit
> Ctrl-C all too often. I ran into a problem because IDLDE seems to become
> completely unresponsive when running a program from the 'command line'. It
> doesn't halt when I ask it to, whether I use Ctrl-C or the "quit doing
> that right now" button (I forget the label on that button). In fact, if I
> cover it with another window and bring it to the top again, it doesn't
> even redraw itself until it's done thinking. I can see how that behavior
> might be nice if you really want it to focus on executing the code
> quickly, but it made IDLDE unusable for me.
>
> Doesn't this happen to the rest of you? If not, why not? Is it a UNIX
> problem? Anybody not have this problem when running IDLDE from UNIX?

Uh, I think it's even worse in the Windows version.

This weekend, I gave the it a try at home. The first thing I tried was a
PRINT, 'HELLO'. It worked very well. Then I tried one of my bigger
programs. IDL started to print many, many error messages, opened many
edit windows, and continued doing so for about ten minutes. Without
reacting to anything, except killing it via the tasklist.

It turned out that I used a @CLU to execute a start script called CLU,
but the Windows IDL ignored this file and just executed a clu.pro, which
is a set of procedures, not a script file.

I still prefer the Unix version and the command line (because they suck
less).

Alex

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

PGP Key available