
Subject: Re: Object Graphics when using 'stop'
Posted by [Rick Towler](#) on Sun, 12 May 2002 19:42:52 GMT
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Heck, ignore what I am saying. Check out David's solution using his blocking fsc_surface program. Very cool.

-R

"Rick Towler" <tsehai@attbi.com> wrote

```
> The suggested work arounds don't really address Randall's main need for
> manipulating his data sets. You can force an application to draw before
it
> goes into the event loop but it still won't accept input or redraw. Maybe
> an approach like this would work:
>
> PRO TEST
>   DATA = BESELJ(SHIFT(DIST(40),20,20)/2,0)
>
>   not_ok:
>   stop
>   FSC_SURFACE, data, /block, ok=ok
>   if (not ok) then goto, not_ok
>
> END
>
> You could issue a stop, play with your data, then issue a .cont where you
> would jump into your OG viewer. Depending on how you choose to proceed,
you
> could stop again and play with the data or you could continue on. Some
> minor modifications to your favorite OG program will be in order. Not
> pretty but functional.
>
> -Rick
>
>
>
```
