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Subject: Re: Object Graphics when using 'stop'  
Posted by [Rick Towler](#) on Sat, 11 May 2002 19:23:43 GMT  
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[more stuff deleted]

> [stuff deleted]  
>  
> I recall an interesting thread from last year regarding XMANAGER  
> internals, and whether you even needed XMANAGER to run a widget program.  
> A search on Google Groups  
>  
> <http://groups.google.com/groups?group=comp.lang.idl-pvwave>  
>  
> for XMANAGER yielded the thread "Re: Xmanager R US" as the first hit. In  
> the thread, Pavel Romashkin and J.D. Smith make some interesting  
> observations about the workings of XMANAGER which may be relevant.  
>  
> Cheers,  
> Liam.  
> Practical IDL Programming  
> <http://www.gumley.com/>

This is worth investigating but I wonder how deep this goes. IDL still needs to process events whether it be xmanager or whatever is \*really\* managing events and I am not convinced that xmanager is the real problem.

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

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