
Subject: Re: up/down arrows not working in IDLDE
Posted by [Rick Towler](#) on Fri, 18 Oct 2002 15:52:10 GMT
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"Reimar Bauer" <R.Bauer@fz-juelich.de> wrote
> Bruce Bowler wrote:
>> On Wed, 16 Oct 2002 03:04:47 -0400, Reimar Bauer put fingers to keyboard
>> and said:
>>
>>
>>> Bruce Bowler wrote:
>>>
>>>> On Tue, 15 Oct 2002 11:20:21 -0400, Reimar Bauer put fingers to
>>>> keyboard and said:
>>>>
>>>>
>>>>
>>>> >Bruce Bowler wrote:
>>>> >
>>>> >
>>>> >>On Tue, 15 Oct 2002 10:30:25 -0400, Bruce Bowler put fingers to
>>>> >>keyboard and said:
>>>> >>
>>>> >>
>>>> >>
>>>> >>
>>>> >>>Oddball problem...
>>>> >>>
>>>> >>>I'm running IDL 5.5a on a redhat 7.2 system.
>>>> >>>
>>>> >>>In IDLDE, the up and down arrow keys don't move the cursor up and
>>>> >>>down in the "view" window. The left and right arrows work fine in
>>>> >>>the view window. The up and down arrows seem to work fine in all
>>>> the
>>>> >>>other applications that I've tried.
>>>> >>>
>>>> >>>Any ideas?
>>>> >>
>>>> >>
>>>> >>I hate following up to my own posts, but not as much as I hate
>>>> leaving
>>>> >>out details... The up/down arrows *WORK* in the "command" window.
>>>> >>
>>>> >>
>>>> >>
>>>> >
>>>> >Please switch your terminal into "linux console" then it works.
>>>>

>>>>
>>>> Huh??? I don't understand what you mean...
>>>>
>>>>
>>>
>>> Did you know this article:
>>> http://www.dfanning.com/misc_tips/commandedit.html
>>
>>
>> No, I didn't, but I do now. Perhaps I'm being exceedingly dense, but
>> what is the "console window"? When I right click on the window where I
>> have this problem (remember, it's ONLY the up/down arrows that don't
work
>> and ONLY in the "view" window, in the "command" window they work fine),
>> there isn't an option that says anything about "linux console" or
>> anything even similar.
>>
>> Bruce
>>
>
> Dear Bruce,
>
> what kind of desktop are you using is it kde or what is it?
>
> Where did you type ls to list a directory? Normally this is a console.
>
> Hope this helps a bit
>
> regards
>
> Reimar

Bruce's problem is with IDLDE, not with command recall in his terminal so the above tip doesn't help. Maybe his mistake is using IDLDE and not using IDLWAVE but maybe he came from win32 land and is having a hard time giving IDLDE up.

It's o.k. Bruce. I fear the day object graphics runs as fast in Linux as in windows and I have to leave the comfort of IDLDE and learn IDLWAVE. But maybe you should give it a try? They way some of these guys are talking about it sounds like IDLWAVE practically writes your code for you!

-Rick
