
Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [David Burridge](#) on Tue, 17 Dec 2002 10:45:40 GMT
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> Count yourself lucky, my lad. In Windows 3.x, with cooperative
> multi-tasking, IDL would cause the whole system to hang. Not very
> cooperative really.

Ha, that's nothing. With DOS we *dreamed* about cooperative multi-tasking,
hanging or no:-) LOL

>> In Windows 98, this could be dealt with by using print to put
>> something to the IDL screen. But, in XP even print does not come
>> through.
>
> Yeah, funny that.

Hmm, I noticed this for the first time yesterday. Whilst answering a
question on this group about large widget identifiers I wrote a loop with a
print statement that *seemed* to stop responding but, when ctrl-break'ed,
blurted out the stored print statements. I assumed it was because I was
running in such a tight loop. Is this where we need to use "FLUSH"? And does
using "FLUSH" give the DE time to refresh (I doubt it)?

<snip> Actually given that all the IDL developers use IDLWAVE (D. Fanning,
> pers. comm.) it's funny they haven't done this already.

I *think* he meant all you poor souls on Unix, didn't he? We windows users
have enjoyed the luxury of a chromacoded DE for ages! LOL

Dave

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