
Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [Mark Hadfield](#) on Mon, 16 Dec 2002 23:31:11 GMT
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"Doug Martin" <dmartin@chaos.ph.utexas.edu> wrote in message
news:d2bf73f3.0212161511.345137ba@posting.google.com...

> I am using IDL 5.2.1 in Windows XP. If I run a long program from the
> IDLDE command line, once I move the mouse the IDL screen freezes, and
> does not free until the program is finished running.

You mean the IDL window freezes, don't you, not the whole UI?

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.

In those days I went to the trouble of writing a routine--I called it
YIELD--that would call the Windows API Yield function. It also popped up a
widget base with Abort, Suspend and Continue buttons.

> Is there a way around this? (these are programs that run for several
> hours, say).

I still have a version of YIELD, now it's an object called MGHwaiter, in my
Motley library:

<ftp://ftp.niwa.co.nz/incoming/m.hadfield/idl/README.html>

It doesn't call the Yield API function any more, but it clears widget
events, which seems to allow the IDLDE window to refresh.

> 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.

> I hope I've overlooked something very easy here.

Make your IDLDE windows smaller so they don't bother you so much?

Hassle RSI to make a console-mode version of IDL for Windows? (Very easy,
but probably not very effective.) This would also be great for us IDLWAVE
users. Actually given that all the IDL developers use IDLWAVE (D. Fanning,
pers. comm.) it's funny they haven't done this already.

--

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