
Subject: Re: endless loops suck
Posted by [David Fanning](#) on Sat, 01 Feb 2003 16:14:08 GMT
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I wrote yesterday:

> I don't think so. The whole point of the BEGIN ... END syntax
> is to make the statements inside appear to be a single statement
> to the compiler. The only recourse is to let the loop go to
> completion. With an infinite loop, well, they don't call
> them "infinite" for no reason. :-)

Apparently I owe an apology to Pavel. It has been pointed out to me by a long-time IDL newsgroup reader, who wishes not to embarrass me, that I don't know what the hell I'm talking about when it comes to this topic. (Have you noticed that IDL newsgroup readers are exceptionally kind to one another? It's one of the things that makes this newsgroup so much fun to hang out in. :-)

So I admit, "infinite" WHILE loops *can* be interrupted, as long as they use BEGIN ... END statement blocks.
Try this:

```
PRO Test
While 1 DO BEGIN
  Print, 'Test before you Post!'
ENDWHILE
END
```

On my Windows machine I can interrupt this program (after I've learned my lesson) by doing a CNTL-Break.

Cheers,

David

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