## Subject: Re: endless loops suck
Posted by Pavel A. Romashkin on Fri, 31 Jan 2003 19:11:33 GMT

I think you can stop a loop if you use BEGIN ... END syntax. Without it,
the loop is compiled into one command and is not interrupted until
finished; with it, each item inside is a separate command, so IDL will
check for breaks every time. I am not sure that it affects the speed at all.
Cheers,
Pavel

Thomas Gutzler wrote:
>
> Hey :)
>
> Is there any way to stop this while debuging ?
> I tried CTRL+C and CTRL+BREAK which sometimes helps but not in this case.
>
>     pro loop_it
>       a = 1
>       while (1) do a = a + 1
>     end
>
>     pro kill_idl
>       print, 'start'
>       ; debugger is here and you pressed accidently 'F10'
> =>   loop_it
>       print, 'stop'
>     end
>
> *loop*,
>    Tom