Subject: Re: endless loops suck
Posted by alt on Tue, 04 Feb 2003 10:26:48 GMT
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on my win98 !version = { x86 Win32 Windows 5.4 Sep 25 2000   32
 64}
I have the next situation

while 1 do a = 0   ; can not be breaked

while 1 do begin   ; can not be breaked
  a = 0
endwhile

while 1 do begin   ; can be breaked by
  a = 0   ; 1. clicking on Break button (always works)
  print, ''   ; 2. pressing F9 with cursor on desired line
endwhile   ; 3. pressing Cntl-Break (sometimes interrupts with
              ;   very long delay or does not work at all)

Print is very time consuming operation, so I usually use something
like this:
if i mod 1000 EQ 0 then print, i, N

Instead of "print" TMP = WIDGET_EVENT(/NOWAIT) can be used. It forces
IDL to
process Windows events including break events and events that were
sent to IDL by other applications. It allowes other applications
continue to work and makes the work on Windows "smoother" while IDL is
running.

Altyntsev Dmitriy

Thomas Gutzler <tgutzler@ee.uwa.edu.au> wrote in message
news:<3E39E56E.5050803@ee.uwa.edu.au>...
> 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
```