
Subject: Re: iimage tool

Posted by [David Fanning](#) on Thu, 24 Jun 2004 03:16:12 GMT

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Mark Hadfield writes:

> Have you noticed that FSC_SURFACE exhibits the behaviour? :-)

Humm. No, I *hadn't* noticed this. Weird, isn't it. :-)

>

> The no-event-handling-while-waiting-at-a-breakpoint issue applies to all
> (non-blocking) widget programs. Some will display a graph in this
> situation, some will show an empty window (probably waiting for an
> expose event), but in all cases you can't interact with them because the
> widget queue is stopped.

Yes, I think this is waiting for an expose event. It is odd when certain things happen and when they don't. I was surprised the other day when a notify realize happened *immediately* when the widget was created, before I had actually saved the widget id in my object. I recall another problem with a CleanUp routine being called in a different order under Windows than it was in UNIX. That frustrated me for a day or so.

> This has frustrated me for some time.

Really!? I would have thought there wasn't much that could happen in IDL that I haven't been frustrated about at one time or another, but I have to admit this "problem" has never shown up on my radar screen.

> When I stop a program at a
> breakpoint I want to be able to make use of the full range of
> visualisation tools, not just blocking widgets and non-widget commands.

I guess here is the difference between us. When I stop a program it is to figure out what dumb ass mistake I have made, not to use the full power of IDL visualization. :-)

> Based on Daryl Attencio's code, I came up with the routine below
> (currently called MGH_YIELD, but I'm sure there's a better name).

Well, I have to admit this is neat. I'm just trying to figure out if I can upgrade my programming enough to make it useful. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
