
Subject: Re: IDL on Windows vs. Unix, debugging consideration
Posted by [Mark Hadfield](#) on Sun, 08 Aug 2004 22:26:07 GMT
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Ben Panter wrote:

> R.G. Stockwell wrote:

>

>> You do know that in windows it is Control-Break, not control-C right?

>> I assume you meant that. I find that it often stops when you ask it to,

>> under windows. However a tight loop will ignore you. Perhaps a

>> wait command deep in the loop, with the smallest wait possible would help

>> [in a debuggin situation].

>

>

> I've used the following to stop runaway code in the IDLDE...

>

> # press the "break" button (which gets ignored)

> # attempt to close the IDLDE environment

> # reply "no"

>

> It then appears to process the break command *before* it restarts the

> program. This method has worked for me a number of times, although no

> guarantee is offered!

Clever!

If you know beforehand that your code might run away and you want to put
in an interruptible point (as distinct from a break point) the following
will do nicely:

```
void = widget_event(/NOWAIT)
```

--

Mark Hadfield "Ka puwaha te tai nei, Hoea tatou"

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