Subject: Re: IDL on Windows vs. Unix, debugging consideration
Posted by Ben Panter on Sat, 07 Aug 2004 08:38:01 GMT
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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 smalles 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!

Ben

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Ben Panter, Edinburgh, UK
email is false. Use my name (no spaces) at bigfoot which is a com.