Subject: Re: IDL on Windows vs. Unix, debugging consideration
Posted by R.G. Stockwell on Sat, 07 Aug 2004 01:24:08 GMT
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"M. Katz" <MKatz843@onebox.com> wrote in message
news:4a097d6a.0408050919.3874969a@posting.google.com...
...
> I do all of my development on Unix (Apple) and then run experiments on
> a Windows machine.

That is the exact opposite of me. I develop under windows in the
awesome development environment, and run them on several unix machines.
Which I peak in on with vnc.
I never use the development environment under *nix, which is, um, less awesome. [1]

> So thank goodness for the control-C in Unix. What do Windows IDL
> programmers do when the mouse cursor disappears, and the IDL window
> becomes unresponsive? >

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].
A print command almost always catches a break. And of course, the actual
solution in windows is to put a stop command at the offending place, before
the function call or so, and step into it.

Cheers,
bob

[1] the phrase "blows monkeychunks" comes to mind