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Subject: Re: GUI interface update issues

Posted by [Karl Schultz](#) on Tue, 21 Jun 2005 20:04:07 GMT

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On Tue, 21 Jun 2005 09:23:39 -0700, Rick Towler wrote:

- > Hello group,
- >
- > I have an interesting problem with gui redraw on WinXP which maybe
- > someone can shed some light on.

snip

- > Why does IDL stop updating the gui? Any ideas? While the functions in
- > the dlm are compute intensive, they aren't particularly complicated and
- > only rely on some simple macros in an .h file. Just a \*lot\* of looping
- > over a moderate amount of data.

You might try calling the (documented) IDL\_BailOut function. One purpose for this function is to let users have the opportunity to interrupt IDL during a long-running calculation. Many of the IDL internal system routines call IDL\_BailOut as they make progress through a calculation. It is probably good form to code your C DLM's to call this function every so often so that users can break out of it.

One side effect of IDL\_BailOut is to flush window events, which depending on how your app is designed, might help keep the GUI's and progress bars fresh during the long-running operation.

I'm not completely certain this will help you, but it is worth a try. It is very easy to give it a shot. If it helps, then spend a little more time to figure out a good policy for calling BailOut so that you don't call it too often or too infrequently. You don't want to slow down your function TOO much.

Karl

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