Subject: Re: GUI interface update issues
Posted by Rick Towler on Tue, 21 Jun 2005 18:07:03 GMT
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Haje Korth wrote:
> Rick,
> my question would be whether the same things happens on UNIX OS. On Windows
> I have found IDL has the terrible habbit of taking over with unpredictable
> results such as GUIs not reacting at all. If the UNIX version works fine,
> which I suspect it will, your only hope is some input from the developers.

Hey Haje,

Well, I suppose I could install the IDL VM on a linux box and compile everything... Doesn't help me too much though if I find it's o.k. on linux. I too have had issues with the windows GUI but usually it is that IDLDE becomes unresponsive but my applications are o.k.

Upon further investigation I have determined that the dlm angle is wrong. The issue occurs with or without calling the dlm but it only occurs with one of the many models in the application. While the calculations are basically the same, that model has an additional nested for loop in the IDL code.

<sigh>

-Rick

>
> "Rick Towler" wrote in message
> news:d99f2fohk1@news.nems.noaa.gov...
>
>> Hello group,
>>
>> I have an interesting problem with gui redraw on WinXP which maybe someone
>> can shed some light on.
>>
>> I have an application that uses David's progress bar object. We have some
>> potentially long calculation times and it is important to give a little
>> feedback. It worked great until I added the ability to call a new
>> calculation routine written in C as a dlm. If I run the application the
>> old way (all functions written in IDL) the progress bar and GUI interface
>> function normally. But if I run the application using the external
>> routine eventually the GUI interface stops redrawing, the drop down menu
>> text disappears, and the progress bar fails to update. The application
>> runs and when calculations are finished it returns to normal (progress bar

>> is destroyed and interface works as expected) but there is no feedback
>> while running. A problem since the new calculations can take hours and
>> hours and it is nice to see where it is in the process.
>>
>> The program is structured like so:
>>
>> ;-------------
>> setup stuff
>>
>> for loop begin
>>
>>   progressBar->update
>>
>>   if (use_dlm) then begin
>>   myDLM_proc, param1, param2, OUT1=out1, OUT2=out2...
>>   endif else begin
>>   IDLbased_proc, param1, param2, OUT1=out1, OUT2=out2...
>>   endelse
>>
>>   for loop begin
>>
>>   if (use_dlm) then begin
>>   anotherDLM_proc, param1, param2, OUT1=out1,OUT2=out2...
>>   endif else begin
>>   anotherIDLbased_proc, param1, param2, OUT1=out1,OUT2=out2...
>>   endelse
>>
>>   endfor
>>
>> endfor
>> ;------------
>>
>> Actually a lot more is going on but you get the idea.
>>
>> And to elaborate on what I mean by "eventually the gui stops responding".
>> If I start the application and run a short calculation (~2 minutes) the
>> first time the gui functions normally. But with every subsequent run the
>> progress bar moves maybe 20% of the way then I lose the gui. If I close
>> and restart the application the same thing happens, first one works, then
>> problems). If I run a long calculation (hours) the progress bar never
>> moves past the first tick (maybe 1%).
>>
>> 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.
>>
>> -Rick

>
>
>