Subject: Re: GUI interface update issues Posted by Benjamin Hornberger on Tue, 21 Jun 2005 18:01:56 GMT View Forum Message <> Reply to Message

I know nothing about DLMs, but we also had a problem with David's progressbar recently. We had a continuous timer running in the background, with the consequence that the progressbar wouldn't recognize that the user clicked the cancel button. The problem could be solved by making progressbar define.pro use xmanager rather than widget event. If your program also has events going on in the background, the problem might be similar???

Benjamin

```
Rick Towler wrote:
> Hello group,
> I have an interesting problem with qui 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
```