
Subject: Re: Breakpoints in IDL 6.2 (windows)

Posted by [David Fanning](#) on Wed, 17 Aug 2005 22:29:25 GMT

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JD Smith writes:

> Well, some lines are not valid places to break, so IDL chooses the nearest
> line. The same behavior occurs in IDLWAVE. Haven't played with 6.2 yet,
> so I'm not sure if there are any BP issues.

The bad news now is that I have uninstalled IDL 6.2 and
reinstalled it and the problem persists. This is true even
if I save the project in IDL 6.1 (where I have no problems
at all, by the way). I'm not at all sure what this means,
except that I'm probably going to have to become intimately
familiar with the STOP command until IDL 6.3 comes
out sometime in 2010. :-(

Cheers,

David

P.S. I've been talking to a number of friends and the consensus
seems to be that no one is in a hurry to install IDL 6.2 because
there is "nothing in there for them". I was beginning to think
I was the only one that felt that way. But I think I could be
pretty happy living with IDL 6.1 for awhile longer. I could
use mouse wheel events, but everything else sort of misses the
point for me. I still don't have decent direct graphics screen
fonts, the only thing I really, really want.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
