Subject: Re: Interactive mode in IDL Posted by adisn123 on Thu, 10 Aug 2006 20:19:07 GMT View Forum Message <> Reply to Message

thanks. It looks like what I needed...

```
Wayne Landsman wrote:
>>
>> My program plots several differents things per one image.
>>
>> Let's say I have five original images to work on and want to plot
>> things after some calculation
>>
>> done by the program using each individual image out of five.
>>
>> If I want to do this rather interactively one by one looking at the
>> images that I'm getting,
> I'm not certain what you are asking for, but perhaps you just want a
> pause for keyboard input before proceeding to the next image.
                                                                      For
> example, the following code waits for the user to hit any key before
> proceeding (but exits if the user preses 'Q')
>
> ans = "
> read,'Next Plot [Q to quit]? ',ans
> if strupcase(ans) EQ 'Q' then return
 ;....proceed to the next plot
> --Wayne
```