
Subject: Re: Interactive mode in IDL
Posted by [adisin123](#) on Thu, 10 Aug 2006 20:19:07 GMT
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thanks. It looks like what I needed..

Wayne Landsman wrote:

```
>>  
>> My program plots several different 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 presses 'Q')  
>  
> ans = "  
> read,'Next Plot [Q to quit]? ',ans  
> if strupcase(ans) EQ 'Q' then return  
> ;....proceed to the next plot  
>  
>  
> --Wayne
```
