Subject: Re: IDL windows freeze (on windows)
Posted by markb77 on Thu, 07 Jun 2007 04:30:05 GMT

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On Jun 6, 11:31 pm, David Fanning <n...@dfanning.com> wrote:
>
> Can you explain in a little more detail how you use this.
> I'm curious about the problem.
>

Here's an example that illustrates the problem:

```
pro freeze_example

   use_progress_bar = 0

   use_mgh_waiter = 0

   window, 1, xsize=400, ysize=400

   wset, 1
   device, set_graphics=6
   stra = 'PROGRESS : ' + string(float(0)*100, format='(F6.2)')+' %'
   xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /NORMAL

   if use_progress_bar then begin

      oprogbar = OBJ_NEW('progressbar', TITLE='WORKING', /NOCANCEL)
      oprogbar -> Start

   endif

   if use_mgh_waiter then begin

      owaiter = OBJ_NEW('MGHwaiter', TITLE='WORKING')

   endif

   for i = long(0), 10000 do begin

      ; do something time consuming here, for example

      for j = long(0), 10000 do begin

         a = fltarr(10000)

      endfor
```

```
    ; update the user on progress

    if i mod 100 eq 0 then begin

        if use_progress_bar then oprogbar -> Update, (float(i)/
(100000))*100

        if use_mgh_waiter then owaiter -> Yield

        xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /
NORMAL
        stra = 'PROGRESS : ' + string((float(i)/(100000))*100,
format='(F6.2)')+' %'
        xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /
NORMAL

    endif


    endfor

    if use_progress_bar then OBJ_DESTROY, oprogbar

    if use_mgh_waiter then OBJ_DESTROY, owaiter

    device, set_graphics=3

end
```

If both use_progress_bar and use_mgh_waiter are set to zero, then the
user can see updates on the task progress in the window as long as
they don't interfere with the window in any way, ie. as long as they
don't minimize it, drag something in front of it, etc etc. Any of
these actions will result in the window going blank and simply showing
a white space until the task has completed. Not only that but the
entire IDLDE is locked up. This can be very annoying if you are
running lots of long tasks! This is true for Object graphics windows
and direct graphics windows. This is a Windows-specific problem
apparantly - I've read that this doesn't happen on Unix machines. I'm
running IDL 6.2 and Windows XP Pro.

If one of use_progress_bar or use_mgh_waiter are set to 1, the problem
is avoided. These objects force windows to update the IDL graphics
windows and manage the IDLDE.

Sorry David regarding my earlier comment about Progressbar not solving
the problem - I must have made some mistake. When I wrote this

example it worked fine.

Mark Bates
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