Doug Edmundson writes:

> If you hit a breakpoint, the "switch perspective" functionality
> should work.

OK, yes it does. But as it happens (you had to see this
coming, I'm sure) I don't *want* to switch now. No reason
for me to, really. I hit a breakpoint and I just want to
step though my code. So I get the prompt, and I answer "no".
But that darn (to me, useless) Debug View gets thrown up
on top of my editor window anyway in the IDL Perspective.
I could live with it if it would just say in the Debug Perspective
where I wouldn't have to look at it. I have to take my hands
off the keyboard, grab my mouse, and kill it before I can
go on.

Is there a way to stop that window from popping up? I
don't really see the point of that window, and I *certainly*
don't need to see it 100 times during the course of a day
of work. :-(

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")