
Subject: Re: progressbar update problem
Posted by [rdh](#) on Thu, 29 Oct 2009 19:42:58 GMT
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Hi Lorenzo,

I'm running into a similar issue, and was trying to start another IDL vm session using SPAWN with the UNIT keyword. I could get the update to work, but could not figure out how to kill the window, as i can't get the lun pipe to work properly nor will free_lun work to stop the idl process. But perhaps someone else has some insight on using this method...

romy

On Oct 29, 12:02 pm, "lbus...@yahoo.it" <lbus...@yahoo.it> wrote:

> Hi David,
>
> thanks for your suggestion ! I took a look at the IDL_IDLBRIDGE,
> and it seemed promising.
> However, while reading the documentation and some posts in the
> newsgroup I found out that the Bridge can not be used in the virtual
> machine, since the EXECUTE method doesn't work.
>
> Since I plan to share the application with the VM, I then think that I
> can not use this solution.
>
> Any other ideas ?
>
> Lorenzo
>
>
>
>> I wonder if the IDL Bridge would help in this situation?
>> (IDL_IDLBridge object). The idea would be to run the progress
>> bar in a separate IDL process. I really have no idea if you
>> could communicate with the ProgressBar object over the bridge
>> in this way. But since it would be running in a separate IDL
>> process, it might solve the "update" problem. On the other
>> hand, it might also cause a world of problems on its own, so...
>
>> Cheers,
>
>> David
>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.

>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
