
Subject: Re: CG resizable window won't resize during read
Posted by [David Fanning](#) on Thu, 17 Mar 2011 19:51:43 GMT
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Jeremy Bailin writes:

```
> I have an odd probably insurmountable problem with CG resizable windows. If I have lots of
> similar plots looping through different objects, I like to do something like this on the command line:
>
> for i=0l,nobj-1 do begin
>   cgplot, blahblahblahblah, /window
>   cgplot, blahlblahblah, /overplot, /addcmd
>   ...etc...
>
>   str=" & read, str ; pause for me to look at it and hit enter when I'm done
> end
>
> The problem is that, while I'm looking at one of these plots, while it's waiting at the read line, I
> want to resize it. And I can resize the window itself, but the plot doesn't resize. And it doesn't
> resize after I hit enter - just puts up the new plot. But once I finally get out of the loop, it will finally
> remember what it's supposed to do and resize the final plot.
>
> 7.0.4 Mac Leopard
>
> Any suggestions?
```

Don't do that. :-)

This is just how IDL works. All widget programs in IDL work like this. They are all working off the same "command interpreter loop" and if you interrupt the loop by pausing or stopping program execution, you can't execute the next "loop" command.

Here is an article that describes what is happening in more detail and offers a couple of suggestions:

http://www.idlcoyote.com/misc_tips/breakptrun.html

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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