Subject: Re: Is IDL 8.2 Workbench Slow, Too?
Posted by David Fanning on Fri, 14 Sep 2012 18:56:54 GMT

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David Fanning writes:

> This is really weird. I just typed XColors and the widget
> came on the display, but wouldn't respond to clicks. I tried
> to close it, but it wouldn't close. After about 20 seconds
> it disappeared. But now it won't appear anymore, even though
> I can get graphics windows to appear.
>
> Very, very strange!

I think this weirdness might come about because this IDL 8.2
Workbench does work like the IDL 7.1 Workbench. It may have
something to do with the way I work.

When I am working on a problem, I tend to "play around" at
the IDL main level, and in particular, I write a lot of
main-level programs so that I can quickly compile and
run a fairly lengthy set of commands.

In IDL 7, if there is an error in my main-level program
(happens frequently), no problem, I just fix the error,
hit the Compile button, and off I go.

In IDL 8.2, the Workbench seems to get
confused if there is an error in a main-level program.
Recompiling doesn't see to get you back to where you
were. I seem to get "struck" in a program and can't get
out of it. I find myself having to hit the Reset button
all the time, just to do what I previously did by
recompiling in IDL 7.

Unfortunately, I don't like to hit the Reset button, because
I have often read data into variables that I am working with.
Hitting Reset means I have to go read the data over again.
This *really* slows things down.

Is it just me, or is anyone else having problems like this?

Cheers,

David

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