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Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems

Posted by [David Fanning](#) on Mon, 16 Sep 2013 18:35:01 GMT

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steve.daal@gmail.com writes:

> Very strange, but I found the issue. I have a breakpoint after the cgsurface command. When I remove that, it works. I though IDL works on a line by line basis. Oh man, little confusing...

When you STOP in IDL, everything stops, including widget event processing. Chris reports that he has changed this behavior for IDL 8.3. It will be interesting to see what unforeseen consequences that brings, but it is probably a step in the right direction, since all the function graphics routines will benefit from this change in behavior.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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

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