
Subject: MESSAGE (used in VM) invokes DIALOG_MESSAGE: Can this be suppressed?

Posted by [MarioIncandenza](#) on Wed, 16 Apr 2014 19:46:53 GMT

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Hello IDL wizards,

A quick search revealed that

> David Fanning said:

> Ugh, I *hate* MESSAGE

Clearly MESSAGE is a bad habit, but I used it for a long time, and so it's tough to weed out. The trouble is that when I run code interactively, which is most frequent, it works pretty much exactly how I want it to.

However, when the code is compiled and run non-interactively, the behavior of MESSAGE changes. Specifically, instead of printing to STDOUT or STDERR, it invokes DIALOG_MESSAGE. There is no acknowledgement in the IDL help of this behavior.

I can suppress this behavior, for code with no graphical output, by using 'unset DISPLAY' before running IDL. But that trick doesn't work for routines that make graphics.

Is there some other trick to get MESSAGE to behave? MESSAGE has lots of keyword options, but none appear to be related. Again, there is no acknowledgement in the help of the DIALOG_MESSAGE behavior.

--Edward H.
