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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [greg](#) on Sat, 05 Mar 1994 00:39:53 GMT  
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I haven't run into the first one, but the second gripe is real. It seems that when you do an XYOUTS, the last character does not get plotted. When you generate a postscript file, everything looks fine, though. I haven't found a workaround yet either. Really sucks!

Greg

In article <2l87je\$c9o@nrcnet0.nrc.ca>, mbastian@myhost.subdomain.domain (Matthew Bastian) writes:

```
|> I've spent the last few days porting some VAX IDL code to the PC and have
|> come across some bugs.
|>
|> 1) findfile:
|>
|> findfile on the pc insists on striping of the directory path to a file
|> for example:
|>
|>   print, findfile ('c:\source\*.pro')
|>
|> returns a string array containing:
|>
|>   file1.pro           c:\source\file1.pro
|>   file2.pro      instead of      c:\source\file2.pro
|>   ...                 ...
|>
|> 2) graphics pipe doesn't get flushed:
|>
|> when plotting it seems that the graphics buffer doesn't get flushed and will
|> only do so on a subsequent plot.
|>
|>
|> I'll limit my ranting and raving to these. I have manages to make work arounds
|> for most of the DOS limitations. Has anyone come across these aswell and found
|> a solution? The flushing of the graphics pipe is a big problem!
|>
|> Matthew Bastian
```

--

Greg Ushomirskiy  
greg@farpoint.ngdc.noaa.gov  
NOAA

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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [Jackel](#) on Sun, 06 Mar 1994 00:32:04 GMT  
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In article <sterner.762987953@strdev.jhuapl.edu> sterner@strdev.jhuapl.edu (Ray Sterner) writes:

> mbastian@myhost.subdomain.domain (Matthew Bastian) writes:

>> I've spent the last few days porting some VAX IDL code to the PC and have  
>> come across some bugs.

> ...

>> 2) graphics pipe doesn't get flushed:

>> when plotting it seems that the graphics buffer doesn't get flushed and will  
>> only do so on a subsequent plot.

> Try the following statement after the graphics command you want to  
> force to be displayed:  
> wait, 0  
> It usually works for me.

> Ray Sterner                   sterner@tesla.jhuapl.edu  
> Johns Hopkins University     North latitude 39.16 degrees.  
> Applied Physics Laboratory    West longitude 76.90 degrees.  
> Laurel, MD 20723-6099

Does this mean that the command "EMPTY" no longer works??!

On a sort of related topic, is there anybody out there running 3.5 on a PC?  
I was wondering if the following bugs had been fixed:

- 1) The built-in editor running out of space
- 2) Incomplete support for some font-related commands with Widgets
- 3) Non-standard behaviour in the Windows environment. Specifically, version 3.1 doesn't seem to respond to ^C unless there is I/O to the screen. Consequently, the only way out of a computationally intensive mistake is Ctrl-Alt-Del. However, this frequently results not in the usual Windows "Application is not responding, do you want to kill it" message, but in an ungraceful crash out of Windows. This is irritating.

Please post any information about 3.5 on the PC, as I'd be very interested.

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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [sterner](#) on Sun, 06 Mar 1994 21:05:53 GMT  
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mbastian@myhost.subdomain.domain (Matthew Bastian) writes:

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> come across some bugs.

...

> 2) graphics pipe doesn't get flushed:

> when plotting it seems that the graphics buffer doesn't get flushed and will  
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Try the following statement after the graphics command you want to  
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It usually works for me.

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Laurel, MD 20723-6099

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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [fskmjm](#) on Mon, 07 Mar 1994 06:37:49 GMT  
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> |> 2) graphics pipe doesn't get flushed:  
> |>  
> |> when plotting it seems that the graphics buffer doesn't get flushed and will  
> |> only do so on a subsequent plot.  
> |> Matthew Bastian

Try EMPTY after plotting.

```
-----  
|      MIKE MATHEWS      |  
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|      |                 |  
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|      |                 |  
|-----|
```

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Subject: Re: IDL for windows 3.5.1 bugs

Posted by [HADFIELD\[1\]](#) on Mon, 07 Mar 1994 20:59:38 GMT

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In article <jackel.5.0010894A@canlon.physics.uwo.ca> jackel@canlon.physics.uwo.ca (Brian Jackel) writes:

> ... is there anybody out there running 3.5 on a PC?  
> I was wondering if the following bugs had been fixed:  
>  
> 1) The built-in editor running out of space  
> 2) Incomplete support for some font-related commands with Widgets  
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> version 3.1 doesn't seem to respond to ^C unless there is I/O to the  
> screen. Consequently, the only way out of a computationally intensive  
> mistake is Ctrl-Alt-Del. However, this frequently results not in the usual  
> Windows "Application is not responding, do you want to kill it" message,  
> but in an ungraceful crash out of Windows. This is irritating.

1) I got IDL 3.5.1 for the PC a week ago. I haven't been brave enough to try the editor. Under 3.1 it used to crash IDL and ERASE THE FILES. I could never work out a pattern but I understand this happened when the file size was a multiple of 64 or 96 bytes or something. RSI do not claim to have fixed/improved the editor. It will have to be a lot better before I use it again.

2) Never encountered this.

3) This, I think, is a consequence of the fact that IDL for Windows doesn't do cooperative multitasking very well. (Have you ever noticed that screen output that should be written at the start of a long computation doesn't appear till the end? I.e. even IDL's own screen output is held up by the computations.) I don't see any change in 3.5.

=====  
Mark Hadfield                      hadfield@greta.niwa.cri.nz  
NIWA Marine (Taihoro Nukurangi)      NIWA.GRETA:HADFIELD  
Wellington, New Zealand

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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [roe](#) on Tue, 08 Mar 1994 07:52:57 GMT  
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---  
| HansPeter Roesli                      Internet: roe@otl.sma.ch |

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Subject: Re: IDL for windows 3.5.1 bugs  
Posted by [HADFIELD\[1\]](#) on Fri, 11 Mar 1994 00:12:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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In article <2l87je\$c9o@nrcnet0.nrc.ca> mbastian@myhost.subdomain.domain (Matthew Bastian) writes:

> I've spent the last few days porting some VAX IDL code to the PC and have  
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> 1) findfile:

...

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> I'll limit my ranting and raving to these. I have manages to make work arounds  
> for most of the DOS limitations. Has anyone come across these aswell and found  
> a solution? The flushing of the graphics pipe is a big problem!

Put EMPTY commands at statergic places in your code.

=====

Mark Hadfield	hadfield@greta.niwa.cri.nz
NIWA Marine (Taihoro Nukurangi)	NIWA.GRETA:HADFIELD
Wellington, New Zealand	

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