Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by Mark Hadfield on Mon, 16 Dec 2002 23:31:11 GMT
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"Doug Martin" <dmartin@chaos.ph.utexas.edu> wrote in message news:d2bf73f3.0212161511.345137ba@posting.google.com...

- > I am using IDL 5.2.1 in Windows XP. If I run a long program from the
- > IDLDE command line, once I move the mouse the IDL screen freezes, and
- > does not free until the program is finished running.

You mean the IDL window freezes, don't you, not the whole UI?

Count yourself lucky, my lad. In Windows 3.x, with cooperative multi-tasking, IDL would cause the whole system to hang. Not very cooperative really.

In those days I went to the trouble of writing a routine--I called it YIELD--that would call the Windows API Yield function. It also popped up a widget base with Abort, Suspend and Continue buttons.

- > Is there a way around this? (these are programs that run for several
- > hours, say).

I still have a version of YIELD, now it's an object called MGHwaiter, in my Motley library:

ftp://ftp.niwa.co.nz/incoming/m.hadfield/idl/README.html

It doesn't call the Yield API function any more, but it clears widget events, which seems to allow the IDLDE window to refresh.

- > In Windows 98, this could be dealt with by using print to put
- > something to the IDL screen. But, in XP even print does not come
- > through.

Yeah, funny that.

> I hope I've overlooked something very easy here.

Make your IDLDE windows smaller so they don't bother you so much?

Hassle RSI to make a console-mode version of IDL for Windows? (Very easy, but probably not very effective.) This would also be great for us IDLWAVE users. Actually given that all the IDL developers use IDLWAVE (D. Fanning, pers. comm.) it's funny they haven't done this already.

--

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Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by David Burridge on Tue, 17 Dec 2002 10:45:40 GMT
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- > Count yourself lucky, my lad. In Windows 3.x, with cooperative
- > multi-tasking, IDL would cause the whole system to hang. Not very
- > cooperative really.

Ha, that's nothing. With DOS we *dreamed* about cooperative multi-tasking, hanging or no:-) LOL

- >> In Windows 98, this could be dealt with by using print to put
- >> something to the IDL screen. But, in XP even print does not come
- >> through.

>

> Yeah, funny that.

Hmm, I noticed this for the first time yesterday. Whilst answering a question on this group about large widget identifiers I wrote a loop with a print statement that *seemed* to stop responding but, when ctrl-break'ed, blurted out the stored print statements. I assumed it was because I was running in such a tight loop. Is this where we need to use "FLUSH"? And does using "FLUSH" give the DE time to refresh (I doubt it)?

<snip> Actually given that all the IDL developers use IDLWAVE (D. Fanning, pers. comm.) it's funny they haven't done this already.

I *think* he meant all you poor souls on Unix, didn't he? We windows users have enjoyed the luxury of a chromacoded DE for ages! LOL

Dave

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Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by Mark Hadfield on Tue, 17 Dec 2002 20:23:57 GMT
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"David Burridge" <davidb@clogic.f9.co.uk> wrote in message news:mfDL9.1769\$h43.268177@stones...

- > Mark Hadfield wrote (referring to his desire for a console-mode IDL on
- > Windows):

>>

- >> Actually given that all the IDL developers use IDLWAVE (D. Fanning,
- >> pers. comm.) it's funny they haven't done this already.

>

- > I *think* he meant all you poor souls on Unix, didn't he? We windows users
- > have enjoyed the luxury of a chromacoded DE for ages! LOL

I *think* David was just making it up.

But, having diverted this thread onto one of my pet topics: I agree that IDLDE on Windows is quite usable (whereas the few times I have used IDLDE on Unix I've find it horrid). However the combination of IDLWAVE with XEmacs is really quite magical, provided you can come to terms with the (X)Emacs lifestyle. And it would be really nice to be able to make the package complete, by running an IDL interpreter within XEmacs. I mightn't give up on IDLDE entirely, but I would like to have the option.

Let's stress this again, just so the Unix people won't get too smug: There is no technical reason why IDL for Windows could not include a console-mode executable. Such an executable would be able to generate widget and graphics windows, just like on Unix. (Just look at Python as an example.) The reasons why such a beast does not exist are historical (IDL for Windows was first developed on 16-bit platforms) and/or related RSI's perceptions of Windows users' needs.

Hell, I might even submit a feature request!

--

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Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by David Burridge on Wed, 18 Dec 2002 11:20:30 GMT

"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message news:ato3h6\$at4\$1@newsreader.mailgate.org... <Snin>

- > Let's stress this again, just so the Unix people won't get too smug: There
- > is no technical reason why IDL for Windows could not include a console-mode
- > executable. Such an executable would be able to generate widget and graphics
- > windows, just like on Unix. (Just look at Python as an example.) The reasons
- > why such a beast does not exist are historical (IDL for Windows was first
- > developed on 16-bit platforms) and/or related RSI's perceptions of Windows
- > users' needs.

The way I understand it - and I'm *sure* I'm way behind you guys! - the Unix IDLDE is simply a wrapper around the core IDL executable, whereas on the Windows (and Mac?) the IDLDE *is* the Windows executable. That's why the IDL runtime is a separate exe on windows, but a command-line switch on Unix. Even my limited Windows API programming expertise tells me I certainly wouldn't like to be the one to part the interface and core! I'm guessing it'd be a close run thing between that and chromacoding on Unix as the bum engineering task at RSI? :-)

Cheers,

Dave

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