
Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [Mark Hadfield](#) on Mon, 16 Dec 2002 23:31:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

"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.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [David Burridge](#) on Tue, 17 Dec 2002 10:45:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

> 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

David Burridge
Burrige Computing, 18 The Green South
Warborough, Oxon, OX10 7DN
England
Tel: +44 (0) 1865 858279, Email: davidb@burridgecomputing.co.uk

Outgoing mail is certified Virus Free.

Subject: Re: IDLDE refresh in Windows XP (IDL 5.2.1)
Posted by [Mark Hadfield](#) on Tue, 17 Dec 2002 20:23:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

"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!

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

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...

<Snip>

> 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

David Burridge
Burrige Computing, 18 The Green South
Warborough, Oxon, OX10 7DN
England
Tel: +44 (0) 1865 858279, Email: davidb@burridgecomputing.co.uk

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (<http://www.grisoft.com>).
Version: 6.0.404 / Virus Database: 228 - Release Date: 15/10/2002
