
Subject: IPLOT lockup problem

Posted by [markb77](#) on Sun, 23 Jul 2006 06:09:47 GMT

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hi,

I'm writing a program that is reading input from the keyboard, and I would like to have the program generate IPLOT plots. When the program calls `iplot`, however, the `iplot` window comes up and then freezes. In fact, the entire IDL environment is frozen and I have to shut down IDL in the task manager. I'm running windows XP pro service pack 2, IDL 6.1, student version.

run this program to see what i mean:

pro dummy

```
inchar = "
```

```
iplot
```

```
read, 'give me your input : ', inchar
```

```
end
```

this doesn't freeze all of idl, but it illustrates the basic problem. the `iplot` window comes up but freezes until the user types something in and hits enter. Inserting a `"wait, 10"` statement after the `iplot` command doesn't help.

any suggestions would be greatly appreciated! thanks,
Mark

Subject: Re: IPLOT lockup problem

Posted by [markb77](#) on Tue, 25 Jul 2006 16:38:36 GMT

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it seems like in any program that I write, the interpreter is busy enough that it blocks any `iplot` update until the entire program is finished running. the basic structure of what I'm writing is this:

```
while quit ne 1 do begin
  inchar = get_kbrd(0)
  case inchar of
```

```
  'a': begin
```

```
        commands...
    end

    'b': begin
        other commands....
    end

    'c': begin
        commands...
        iplot, something....
    end
end
endwhile
```

when you hit c, the whole IDL environment locks up.

UPDATE: this morning I had a message from RSI saying that they reproduced the non-updating iplot window, and they think that this problem is specific to IDL 6.1

Chris Torrence wrote:

```
> Hi,
>
> I'm not sure there is a problem. Iplot is just like any other IDL widget
> program. If the interpreter is busy doing something, then it cannot process
> widget events. Another example would be:
>
> iPlot
> wait, 10
>
> In your program, you are waiting for input from the command line. Did you
> ever enter any input?
>
> -Chris
>
```
