
Subject: Re: IDL windows freeze (on windows)
Posted by [David Fanning](#) on Wed, 06 Jun 2007 22:30:06 GMT
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markb77@gmail.com writes:

> Even David Fanning's progressbar widget freezes up when
> minimized.

Humm. I thought I wrote it so that it was IMPOSSIBLE to
minimize. :-(

Cheers,

David

P.S. Don't know about this kind of freezing. I can't think
of any reason why it might do this.

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL windows freeze (on windows)
Posted by [markb77](#) on Thu, 07 Jun 2007 01:56:53 GMT
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On Jun 6, 6:30 pm, David Fanning <n...@dfanning.com> wrote:

> mark...@gmail.com writes:
>> Even David Fanning's progressbar widget freezes up when
>> minimized.
>
> Humm. I thought I wrote it so that it was IMPOSSIBLE to
> minimize. :-(
>

Actually David, I think what I saw was that the progressbar was
completely blanked out when the screen comes back on after having gone
to the screensaver. That's the same kind of behaviour I see from the
other idl windows - they just don't refresh - they're all blank. :(

Mark

Subject: Re: IDL windows freeze (on windows)
Posted by [markb77](#) on Thu, 07 Jun 2007 02:29:57 GMT
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Oops - I take it all back - Mark Hadfield's MGHwaiter does the trick,
as mentioned in previous posts. I was just neglecting to call its
Yield method during my operation.

best,
Mark

Subject: Re: IDL windows freeze (on windows)
Posted by [David Fanning](#) on Thu, 07 Jun 2007 03:31:28 GMT
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markb77@gmail.com writes:

> Oops - I take it all back - Mark Hadfield's MGHwaiter does the trick,
> as mentioned in previous posts. I was just neglecting to call its
> Yield method during my operation.

Can you explain in a little more detail how you use this.
I'm curious about the problem.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL windows freeze (on windows)
Posted by [markb77](#) on Thu, 07 Jun 2007 04:30:05 GMT
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On Jun 6, 11:31 pm, David Fanning <n...@dfanning.com> wrote:

>
> Can you explain in a little more detail how you use this.
> I'm curious about the problem.
>

Here's an example that illustrates the problem:

pro freeze_example

```

use_progress_bar = 0

use_mgh_waiter = 0

window, 1, xsize=400, ysize=400

wset, 1
device, set_graphics=6
stra = 'PROGRESS : ' + string(float(0)*100, format='(F6.2)')+ ' %'
xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /NORMAL

if use_progress_bar then begin

    oprogbar = OBJ_NEW('progressbar', TITLE='WORKING', /NOCANCEL)
    oprogbar -> Start

endif

if use_mgh_waiter then begin

    owaiter = OBJ_NEW('MGHwaiter', TITLE='WORKING')

endif

for i = long(0), 10000 do begin

    ; do something time consuming here, for example

    for j = long(0), 10000 do begin

        a = fltarr(10000)

    endfor

    ; update the user on progress

    if i mod 100 eq 0 then begin

        if use_progress_bar then oprogbar -> Update, (float(i)/
(100000))*100

        if use_mgh_waiter then owaiter -> Yield

        xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /
NORMAL
        stra = 'PROGRESS : ' + string((float(i)/(100000))*100,

```

```

format='(F6.2)')+ ' %'
      xyouts, 0.5, 0.5, stra, alignment=1.0, CHARSIZE=1.25, /
NORMAL

      endif

    endfor

    if use_progress_bar then OBJ_DESTROY, oprogbar

    if use_mgh_waiter then OBJ_DESTROY, owaiter

    device, set_graphics=3

end

```

If both use_progress_bar and use_mgh_waiter are set to zero, then the user can see updates on the task progress in the window as long as they don't interfere with the window in any way, ie. as long as they don't minimize it, drag something in front of it, etc etc. Any of these actions will result in the window going blank and simply showing a white space until the task has completed. Not only that but the entire IDLDE is locked up. This can be very annoying if you are running lots of long tasks! This is true for Object graphics windows and direct graphics windows. This is a Windows-specific problem apparantly - I've read that this doesn't happen on Unix machines. I'm running IDL 6.2 and Windows XP Pro.

If one of use_progress_bar or use_mgh_waiter are set to 1, the problem is avoided. These objects force windows to update the IDL graphics windows and manage the IDLDE.

Sorry David regarding my earlier comment about Progressbar not solving the problem - I must have made some mistake. When I wrote this example it worked fine.

Mark Bates
 Harvard University
 Dept. of Chemistry and Chemical Biology
