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Subject: Hate to Bring Up Another Debug "Feature"  
Posted by [David Fanning](#) on Tue, 08 Jan 2008 19:00:43 GMT  
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Doug Edmundson writes:

> If you hit a breakpoint, the "switch perspective" functionality  
> should work.

OK, yes it does. But as it happens (you had to see this coming, I'm sure) I don't *want* to switch now. No reason for me to, really. I hit a breakpoint and I just want to step through my code. So I get the prompt, and I answer "no". But that darn (to me, useless) Debug View gets thrown up on top of my editor window anyway in the IDL Perspective. I could live with it if it would just stay in the Debug Perspective where I wouldn't have to look at it. I have to take my hands off the keyboard, grab my mouse, and kill it before I can go on.

Is there a way to stop that window from popping up? I don't really see the point of that window, and I *certainly* don't need to see it 100 times during the course of a day of work. :-(

Cheers,

David

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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.")

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Subject: Re: Hate to Bring Up Another Debug "Feature"  
Posted by [David Fanning](#) on Tue, 15 Jan 2008 03:52:09 GMT  
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Doug Edmundson writes:

> Okay, here's a simple solution to prevent the debug view from popping up  
> when a breakpoint is hit:  
>  
> Preferences > Run/Debug > "Activate the debug view when a breakpoint  
> is hit"

OK, this seems to have solved the problem with the Debug View  
popping up all the time, too, when there is an error.  
Wonderful. It's acting more and more like the old IDL  
I used to know and love. :-)

Cheers,

David

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David Fanning, Ph.D.

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