
Subject: Re: Interactive text ouput

Posted by [Allan Whiteford](#) on Mon, 25 Feb 2008 10:35:18 GMT

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Nicolas,

If you're using UNIX from a terminal then you might want to look at the "MORE" keyword to OPENW.

As an example:

```
openw,unit,'/dev/tty',/get_lun,/more
for i=0,80 do printf,unit,i
```

if you're using Windows or the IDL IDE under UNIX then there might be an equivalent but I doubt that '/dev/tty' means much under those environments. It might though.

Thanks,

Allan

Nicolas wrote:

```
> Hi folks,
>
> Would anyone of you know how to implement a mechanism similar to the
> one used for the IDL help command to
> stop the text streaming on your terminal when it is full?
>
> IDL>help
>
> .....
> here the help content
> .....
> .....
>
>                                     < Press Spacebar to
> continue, ? for help >
>
> I'm writting a program that displays many "print" lines, and I would
> to stop and prompt the user to continue whenever "the screen is full".
>
> Any hints?
> Thanks,
> Nicolas
```

Subject: Re: Interactive text ouput

Posted by [Nicolas](#) on Mon, 25 Feb 2008 12:20:01 GMT

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On Feb 25, 11:35 am, Allan Whiteford <allan-remove-th...@-and-this.phys-dot-strath.ac.uk> wrote:

> Nicolas,

>

> If you're using UNIX from a terminal then you might want to look at the

> "MORE" keyword to OPENW.

>

> As an example:

>

> openw,unit,'/dev/tty',/get_lun,/more

> for i=0,80 do printf,unit,i

>

> if you're using Windows or the IDL IDE under UNIX then there might be an

> equivalent but I doubt that '/dev/tty' means much under those

> environments. It might though.

>

> Thanks,

>

> Allan

>

Excellent! Thank you for your quick answer Allan.

It works perfectly. This is all I need! :-)

Cheers,

Nicolas
