Subject: Re: Interactive text ouput Posted by Allan Whiteford on Mon, 25 Feb 2008 10:35:18 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

On Feb 25, 11:35 am, Allan Whiteford <allan-remove-th@-and- this.phys-dot-strath.ac.uk> wrote: > Nicolas,</allan-remove-th@-and- 	
> > 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,/morefor 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, > To	
> Allan >	
Excellent! Thank you for your quick answer Allan. It works perfectly. This is all I need! :-)	
Cheers, Nicolas	