
Subject: Re: IDL 7: Window blanks while waiting for input from the workbench
Posted by [James\[2\]](#) on Mon, 14 Feb 2011 21:54:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Feb 14, 12:38 pm, Jared Espley <jesp...@gmail.com> wrote:

> My apologies if this is known problem with a known solution but some
> searching didn't turn up anything.
>
> When using the IDL workbench in 7.0 or 7.1 on Windows XP, I have the
> following problem. My code enters in a repeat-while loop and within
> that loop plots something and then gives a command line prompt back to
> the user. The plot turns out fine but as soon as I click on something
> else besides the plot window (e.g. the workbench window), the plot
> turns blank. When I quit the code, then the plot window has its data
> restored. I've toyed with the retain keyword in plot but this did not
> solve the problem.
>
> Here is some code to reproduce the problem:
>
> input=""
>
> repeat begin
>
> read, input, prompt='Enter something'
>
> plot, [1,0], [0,1]
>
> endrep until input EQ 'quit'
>
> end
>
> Thanks,
> Jared

I ran this code from the Workbench command line in IDL 8.0 on Windows XP-64. If the Workbench is maximized, I cannot even click on the plot window in the taskbar to bring it forward and look at the plot. It becomes usable after I type 'quit'. However, if I make the Workbench smaller so I can see the Direct Graphics window behind it, the plots work fine and do not go blank when I click inside the Workbench.

Subject: Re: IDL 7: Window blanks while waiting for input from the workbench
Posted by [Jared Espley](#) on Fri, 18 Feb 2011 16:59:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

For any future readers that find this thread, here is the response I got from ITT:

Hello Jared,

This problem can occur when using the READ procedure within a loop. However, there is a workaround which will allow you to plot like this. If you instead create an IDL_IDLBridge object, which is a separate child IDL process, in which to perform the plot operations, the loop will correctly continue to refresh the window because it exists in a separate process space. For example try the following:

```
input=""

br = obj_new('IDL_IDLBridge')
br->execute, 'window'
br->execute, 'i=0'
repeat begin
  read, input, prompt='Enter something'
  br->execute, 'plot, sin(2*!pi*findgen(100)/99 + i) & i++'
endrep until input eq 'quit'
end
```

This should allow you to plot in the way that you want. Check out the documentation on IDL_IDLBridge for more information. You can send and receive data to/from the bridge object as well, allowing you to update the plot as needed.

Sincerely,
Josh Elliott
Technical Support Engineer

On Feb 14, 4:54 pm, James <donje...@gmail.com> wrote:

> On Feb 14, 12:38 pm, Jared Espley <jesp...@gmail.com> wrote:

>

>

>

>> My apologies if this is known problem with a known solution but some
>> searching didn't turn up anything.

>

>> When using the IDL workbench in 7.0 or 7.1 on Windows XP, I have the
>> following problem. My code enters in a repeat-while loop and within
>> that loop plots something and then gives a command line prompt back to
>> the user. The plot turns out fine but as soon as I click on something
>> else besides the plot window (e.g. the workbench window), the plot
>> turns blank. When I quit the code, then the plot window has its data
>> restored. I've toyed with the retain keyword in plot but this did not
>> solve the problem.

>

```
>> Here is some code to reproduce the problem:
>
>> input=""
>
>> repeat begin
>
>>   read, input, prompt='Enter something'
>
>>   plot, [1,0], [0,1]
>
>> endrep until input EQ 'quit'
>
>> end
>
>> Thanks,
>> Jared
>
> I ran this code from the Workbench command line in IDL 8.0 on Windows
> XP-64. If the Workbench is maximized, I cannot even click on the plot
> window in the taskbar to bring it forward and look at the plot. It
> becomes usable after I type 'quit'. However, if I make the Workbench
> smaller so I can see the Direct Graphics window behind it, the plots
> work fine and do not go blank when I click inside the Workbench.
```
