
Subject: Re: vexing problem with input and plotting
Posted by [David Fanning](#) on Tue, 24 May 2011 18:12:57 GMT
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Michael Velour writes:

- > I'm using direct graphics in version 7.1 to plot simple plots within
- > an interactive program. I find that when I try to plot a graph then
- > prompt the user for some input (using a read statement) which results
- > in a new plot, the graph window hangs -- that is, it doesn't update
- > the display with the new plot. If I issue a stop command, or if the
- > program terminates the plot is updated immediately. This happens with
- > direct graphics, iplot, cgplot. Version 5.2 works fine (regular
- > updating of plots), but I'd like to use the features of the newer
- > version.
- >
- > Is there a simple work-around for this?

IDL 5.2 I think is your best bet. :-)

Things haven't worked like you want them to for a LONG time. Probably since they allowed widgets to be non-blocking. I think you are going to have to incorporate your user input into a widget program to get the program to do what you want it to do.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
