
Subject: Re: Is IDL 8.2 Workbench Slow, Too?

Posted by [David Fanning](#) on Fri, 14 Sep 2012 13:19:14 GMT

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David Fanning writes:

- > Alright, I expect IDL 8.2 function graphics routines to be
- > slow. But, is the Workbench slow, too?
- >
- > I was just editing a file, and I hit the Compile button.
- > I had to wait for about 10-15 seconds for something to
- > happen. I've noticed this delay a LOT. Yesterday, in fact,
- > I rebooted my machine, thinking maybe something was
- > wrong there. I even ran a virus scan to be sure I hadn't
- > been infected with something.
- >
- > Has anyone else noticed this?

This is really weird. I just typed XColors and the widget came on the display, but wouldn't respond to clicks. I tried to close it, but it wouldn't close. After about 20 seconds it disappeared. But now it won't appear anymore, even though I can get graphics windows to appear.

Very, very strange!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Is IDL 8.2 Workbench Slow, Too?

Posted by [David Fanning](#) on Fri, 14 Sep 2012 18:56:54 GMT

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David Fanning writes:

- > This is really weird. I just typed XColors and the widget
- > came on the display, but wouldn't respond to clicks. I tried
- > to close it, but it wouldn't close. After about 20 seconds
- > it disappeared. But now it won't appear anymore, even though

> I can get graphics windows to appear.
>
> Very, very strange!

I think this weirdness might come about because this IDL 8.2 Workbench does work like the IDL 7.1 Workbench. It may have something to do with the way I work.

When I am working on a problem, I tend to "play around" at the IDL main level, and in particular, I write a lot of main-level programs so that I can quickly compile and run a fairly lengthy set of commands.

In IDL 7, if there is an error in my main-level program (happens frequently), no problem, I just fix the error, hit the Compile button, and off I go.

In IDL 8.2, the Workbench seems to get confused if there is an error in a main-level program. Recompiling doesn't seem to get you back to where you were. I seem to get "struck" in a program and can't get out of it. I find myself having to hit the Reset button all the time, just to do what I previously did by recompiling in IDL 7.

Unfortunately, I don't like to hit the Reset button, because I have often read data into variables that I am working with. Hitting Reset means I have to go read the data over again. This **really** slows things down.

Is it just me, or is anyone else having problems like this?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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Subject: Re: Is IDL 8.2 Workbench Slow, Too?

Posted by [Mark Piper](#) on Mon, 17 Sep 2012 15:20:46 GMT

On Friday, September 14, 2012 12:57:09 PM UTC-6, David Fanning wrote:

>
> In IDL 8.2, the Workbench seems to get
>
> confused if there is an error in a main-level program.
>
> Recompiling doesn't seem to get you back to where you
>
> were. I seem to get "struck" in a program and can't get
>
> out of it. I find myself having to hit the Reset button
>
> all the time, just to do what I previously did by
>
> recompiling in IDL 7.
>

Hi David,

There's an open CR on this (62041). I'll agitate to get it fixed.

As a workaround, execute an inline main level program to reset the instruction pointer:

```
IDL> .r  
- print, 'foo' & end  
% Compiled module: $MAIN$.  
foo  
IDL> help, /traceback  
% At $MAIN$          1 <Command Input Line>
```

mp

Subject: Re: Is IDL 8.2 Workbench Slow, Too?

Posted by [David Fanning](#) on Mon, 17 Sep 2012 15:27:25 GMT

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Mark Piper writes:

> There's an open CR on this (62041). I'll agitate to get it fixed.

Probably from when I sat down with the engineers and pointed this out to them at the User Group meeting two years ago when IDL 8 first came out. ;-)

> As a workaround, execute an inline main level program to reset the instruction pointer:
> IDL> .r

```
> - print, 'foo' & end
> % Compiled module: $MAIN$.
> foo
> IDL> help, /traceback
> % At $MAIN$          1 <Command Input Line>
```

Thanks for this. It will help. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
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Subject: Re: Is IDL 8.2 Workbench Slow, Too?
Posted by [Mark Piper](#) on Sun, 13 Jan 2013 21:22:49 GMT
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On Monday, September 17, 2012 9:27:25 AM UTC-6, David Fanning wrote:

```
> Mark Piper writes:
>
>> There's an open CR on this (62041). I'll agitate to get it fixed.
>
```

Fixed. (Thanks, Scott E!) This will be in IDL 8.2.2, due out in the beginning of February.

mp
