
Subject: Re: resetting structs

Posted by [don shad](#) on Tue, 28 Jul 1998 07:00:00 GMT

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Vap User <vapuser@haifung.jpl.nasa.gov> wrote:

> this does reduce the usefulness of the DE. You might consider the IDL
> mode in an emacs buffer, if you have emacs. Of course this requires
> learning emacs, a non-trivial task, but well worth it in my mind. This
> is what I do for almost all of my development work. I would be doing
> all of it this way, but IDL changed the way it reported stoppages by
> putting a break in the line giving the line number and the emacs mode
> has trouble parsing that line, so sometimes I have to use the DE.

i will defiantly have to look into the emacs mode. i am a big
fan of emacs as a development environment w/ C/C++. couldn't live
without it. it's good to hear that it works w/ IDL.

> You have to change your class definitions so much that getting in and
> out of the DE is an issue?

not only do i have trouble making up my mind in general, but i am
in the early and painful stages of learning IDL, and I want to
experiment w/ various things. I spent a lot of time cursing RSI,
myself and people around my office, until i relized that quitting
and starting IDL again often does wonder for the bugs in ones
code. not really a good solution, though.

so, a plea to RSI: create an executive directive: .RESETDE or
.TRYAGAIN or something to clean the cobwebs out of the DE.

thanks for the help.

don

>>

>> Thanks for you reply. Unfortunately it is not what I was hoping
>> to hear.

>>

>> If a structure cannot be redeclared, does this mean that I have
>> to leave the IDLDE every time I want to make a change to any of
>> my classes? In my mind, that seriously reduces the usability of
>> the development environment. Is it possible to reset the DE
>> and have it forget my classes?

>>

>>

>>

>> thanks again,

>>

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>> don
>>
>>
>> Phillip & Suzanne David <pdavid.nospam@earthling.net> wrote:
>>> Don;
>>
>>
>>> Once a NAMED structure has been defined, it cannot be redeclared differently.
>>> Thus, you would have to create an anonymous structure. If you are trying to
>>> do this in an object, that won't work. The values of the data can change from
>>> one instance of the structure to another, but the names and types of variables
>>> in the structure can't. At the IDL command line, try the following:
>>
>>> struct = {data:0}
>>> struct = {mydata:0}
>>
>>> This will neither cause errors nor get ignored, but your structure will be anonymous.
>>
>>> Phillip David
>>
>>>> how does one re-declare a struct in the IDLDE? if i
>>>> create
>>
>>>> struct = {junk, data:0}
>>
>>>> but later decide that i want to do
>>
>>>> struct = { junk, mydata:0 }
>>
>>>> i either get an error (if in the ide commandline), or
>>>> if i do this in a "junk__define.pro" and use a ".compile
>>>> junk__define.pro", i get no change in my structure.
>>>> this has caused no end of pain for me.
>>
>> --
>> -----
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>> the Intermittent Service Provider.

> --
> I don't speak for JPL, it doesn't speak for me.
> Well, not all the time, at least.
> William Daffer <vapuser@haifung.jpl.nasa.gov>

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