
Subject: Re: interpreter access

Posted by [davidf](#) on Tue, 04 Apr 2000 07:00:00 GMT

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Thomas Fechner (tfes@my-deja.com) writes:

> my next task is to realize a GUI with IDL and I
> want to call some external commands (C-programms,
> shell scripts, IDL-functions etc.) from widgets
> directly and (that's my problem) also copy these
> commands to the IDL command window (interpreter
> window). Is there any possibiltiy to access the
> interpreter window from any IDL widgets and what
> is to do therefore?

The easiest way to gain access to the IDL command
interpreter from any program is to use the "virtual
functions": Call_Function, Call_Procedure, and Call_Method.
And for what those don't do, there is good ol'
Execute to mop up the rest. :-)

Cheers,

David

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