Subject: Re: I for Interactive Programming? (was: widget_control and group_leader)

Posted by Vapuser on Thu, 04 Jan 2001 20:18:46 GMT

View Forum Message <> Reply to Message

For those willing to learn emacs and Carsten Dominik's marvelous
idlwave_shell mode, you would have no more problems with saving the
results of your 'tappling' at the keyboard. Just start up an instance
of idlwave_shell in emacs and tapple to your hearts delight, then
write the idlwave-shell buffer out to a file. Or, kill/yank
(i.e. cut/paste) it to another buffer, edit it and write that out to a
file.

This is almost the *only* way I develop code anymore, I try stuff
out in emacs/idlwave-shell and then cut/paste it to the 'work in
progress' file. (doesn't work for widgets programming, of course, but
in this area it's the debugging capabilities, which are totally
awesome *d00d* that recommend it)

No more need to remember to turn journalling on or to set
variables to assure that you save enough of your work.

  It does have a steep learning curve, especially if you're not used to
emacs or you're on a Windows/Mac system. If that's the case,
journalling is probably the best bet. But if you're moderately used to
emacs and on a unix system, emacs/idlwave-shell mode simply can't be
beat (IMHO) and it's well worth the effort!

Kudo's to Carsten for his fine work!

William Daffer

Ray Sterner SRO <sterner@tesla.jhuapl.edu> writes:

> Jaco van Gorkom wrote:
>>
>> Richard G. French wrote:
>>>   ... I used to approach IDL as though
>>> the I in Interactive meant 'interactive programming' - I'd start
>>> a journal file, fiddle with the observations and analysis and display,
>>> edit the journal file, and call it a program. I still take this approach
>>> for rush projects, but taking the few minutes to annotate the code
>>> and reorganize it so that it can be used again is now a high priority
>>> for me.
>>>   Although I have written some widget programs over the years,
>>> I still find myself quite often using IDL in this seat-of-the-pants

>>> mode when I start a new project. I'd be curious to know how many
>>> other readers of this news group use IDL primarily in this way.
>>> Dick French
>>
>> Hi Dick,
>>
>> Count me in, I do this all the time. Usually forgetting to start a
>> journal
>> in time and thus cutting and pasting from the log window. I find that it
>> often leads to faster and more 'creative' data analysis, although it is
>> sometimes hard to really take those minutes at the end of the day for
>> reorganizing and annotating the code.
>>
>>   Jaco
>>
>> -----------------------------
>> Jaco van Gorkom   gorkom@rijnh.nl
>> FOM-Instituut voor Plasmafysica Rijnhuizen
>
>   I work that way a lot too, and never remember to turn on journal. So
> I wrote a routine
>   called grab_commands.pro that I can call at any point to grab all the
> commands I've
>   used and put them in a file, like turning journal on and getting all
> the previous
>   commands. It grabs commands from the recall buffer, which by default
> only keeps a few
>   commands. In my IDL startup file I set !EDIT_INPUT=1000 which should
> cover most cases.
>
>   It's been awhile since I've updated my public IDL library, but for now
> I've put this
>   routine at http://fermi.jhuapl.edu/temp/grab_commands.pro
>   It should work for any version that has the IDL recall_commands
> routine (not sure when that
>   came in, maybe IDL 5?). Once you get it just do grab_commands,/help
> for all the deatils.
>
> --
>
>   Ray Sterner   ray.sterner@jhuapl.edu
>   The Johns Hopkins University   North latitude 39.16 degrees.
>   Applied Physics Laboratory   West longitude 76.90 degrees.
>   Laurel, MD 20723-6099

--
William Daffer: 818-354-0161: William.Daffer@jpl.nasa.gov