
Subject: Detecting IDLDE or runtime

Posted by [Oliver Smith](#) on Tue, 27 Mar 2001 08:51:37 GMT

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Hi,

The short question:

Is there a way to detect if an IDL program is running in the development environment, or as a run-time .sav file?

The !version system variable shows no difference between IDLDE and runtime.

The reason:

I've written a fairly extensive project in IDL that will shortly be shipped to colleagues. I'd like them to have the option of using the runtime version saved as, 'CUSTARD.sav'. My program has the ability to detect user written plugins named 'plugin*.pro' located in an appropriate directory. The program searches for these files, then compiles and runs one using CALL_PROCEDURE.

All works fine if the project is built and run in the IDL development environment, however, if the runtime version is used then, not surprisingly, CALL_PROCEDURE doesn't work (unless the particular plugin was included in the project at build time). I don't have a problem with this functionality of IDL, and I have a work around that includes a list of available plugins included in the save file at build time. The problem is detecting whether the software should look at this list, or search for additional plugins and try to use call_procedure.

Cheers,

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