
Subject: Re: running IDL without the DE

Posted by [Rick Towler](#) on Sat, 17 May 2003 06:35:18 GMT

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"Eric Inazaki" wrote ...

- > I wanted to build a "hello world" script that I could
- > launch w/o having to explicitly startup IDLDE (either
- > double-clicking in Win2K's explorer or through
- > CommandPrompt).

- > When I double-clicked on hello_world.sav it appeared that
- > some program ran briefly but there was no output. The same
- > thing happened when I tried to launch the program from the
- > CommandPrompt.

- > More generally, I'm trying to build "standalone" IDL apps
- > which use stdin/stdout (a terminal window) as the user
- > interface.

I am pretty sure that you can't do this on win32. IDL for windows can't do I/O with the command prompt. That program that ran briefly was the runtime engine and the output of your 'hello world' program went straight to /dev/null.

Although I haven't tried it, I suspect that Craig's suggestion will still route I/O to IDLDE so that's no good for you. And you would still have a problem with I/O on the runtime licensed machines.

I think your only option is either have everyone telnet to a UNIX box running IDL or build a GUI. You could easily build a simple IDL based "terminal" that could accept text input and print output.

But before you do that, email RSI and add your name to the list of people who want a command line version of IDL for windows. We have to make up over 50% of the machines IDL is running on. We demand parity! :o

-Rick
