
Subject: Re: IDL on Windows vs. Unix, debugging consideration
Posted by [David Fanning](#) on Thu, 05 Aug 2004 17:31:48 GMT
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M. Katz writes:

- > So thank goodness for the control-C in Unix. What do Windows IDL
- > programmers do when the mouse cursor disappears, and the IDL window
- > becomes unresponsive? -- Besides "End Task"?

I usually kick the dog who is always lying at my feet,
but the dog bite, combined with the sucky interface,
doesn't really make my day any better. :-)

- > I also wrestle with the issue that every time I have to close and
- > re-launch IDLDE on Windows I have to re-open all of the program
- > libraries I was just working with. It's a time-consuming pain.

I usually just go down to the Recent Projects menu item
and everything miraculous reappears just like I left it.
I don't work with "program libraries", I just use the Path. :-)

- > But in
- > Unix (where I don't use IDLDE) I just keep all of the text editor
- > windows open and running in a different application (BBEdit on Mac).
- > Is there a Windows setting for this I'm unaware of.

I've heard of people using EMACS on Windows and doing
all their editing there. You just have to get used to
IDL asking you if you want to "reload" all the live
long day!

Cheers,

David

P.S. Let's just say YES I want to reload...a gun!!

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
