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Subject: Re: IDLWAVE 5.6 -- [idlwave.org](http://idlwave.org)  
Posted by [Thomas Pfaff](#) on Tue, 10 May 2005 09:12:15 GMT  
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JD Smith schrieb:

- > IDLWAVE 5.6 -- <http://idlwave.org>
- >
- > This new IDLWAVE release features performance improvements and adds
- > several exciting new features. A new right-clickable "active"
- > breakpoint line is on by default, and allows you to perform common
- > operations on breakpoints (like disabling, adding a condition, etc.)
- > trivially with the mouse, and also pops up a tip describing the
- > breakpoint when the mouse hovers over the line. See the new screenshot:
- > <http://idlwave.org/screenshots/>.
- >
- > Breakpoint operation stability and performance has been significantly
- > enhanced, especially when you have a large number of compiled routines
- > (e.g. thousands). Large structures are now scanned much more quickly
- > for class and structure-level in text help, and global structure
- > re-indentation. Completion and help on inherited structures (in
- > addition to inherited classes) is now supported, even if the structure
- > is not documented in its own \_\_define file, but instead in the current
- > class file. With the optional complete-structtag module loaded,
- > structure member can now be completed directly in the shell; IDL is
- > queried in the background to determine the field names for you (similar
- > to object methods). Thanks to Carsten Dominik for submitting this
- > useful addition.
- >
- > A few new convenience bindings: C-c C-t prompts to visit a routine in
- > this file (with completion), and \ipv and \pv are new abbreviations for
- > "if ptr\_valid()" then and "ptr\_valid()". Examining complicated
- > expression at higher levels on the calling stack is now more robust, and
- > should not cause IDLWAVE to pause. Many smaller bug fixes and
- > improvements can be found as well; see the CHANGES file.
- >
- > Get your fix at:
- >
- > <http://idlwave.org>
- >
- > JD
- >
- > P.S. Those of you who set your own shell prompt to something other than
- > "IDL>" should be sure to use the format "^lr? ?IDL> " to avoid problems
- > with IDL's intermittent use of return characters in the prompt, which
- > would result in an apparently hung IDL session (anecdotal evidence
- > indicates the frequency of this problem increased with IDLv6.1).
- >
- > P.P.S. The eagle-eyed among you may notice that IDLWAVE v5.5 went

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> missing: this special version was made for inclusion with a new GNU
> Emacs release (at some point).
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> IDLWAVE Tip of the Month:
>
> Electric Debug mode is IDLWAVE's quick and powerful debugging mode, and
> it makes stepping through code, moving through the calling stack,
> examining variables and expressions, setting and modifying breakpoints,
> and much more a matter of a few key presses. If you aren't using it,
> and you debug IDL code and use breakpoints, you should give it a try.
>
> This is how it works. By default, when a breakpoint is hit, the buffer
> with that breakpoint is loaded, and the breakpoint line is highlighted
> in purple. The word "* Debugging *" should appear in the status bar at
> the bottom of your buffer, which indicates you are in "Electric Debug
> Mode". When this mode is enabled, the buffer is made read-only, and all
> sorts of great debugging commands are reduced to a single keystroke.
> Hit Control-? to list them. Space steps through code, descending into
> function calls, 'n' steps over function calls, 'h' runs the code up to
> the line the cursor is in, etc. A very powerful command is 'x', the
> all-purpose examine command. Use it on a variable or expression near
> the cursor, or mark a region and 'C-u x' to examine it. If you pause
> after hitting 'x', up will pop a list of examine commands available with
> one more keystroke. This list is even configurable... see the manual.
> E.g. x s invokes structure help, x d prints the dimensions, etc. If you
> like electric debug mode, consider turning it on for errors as well as
> breakpoints, with:
>
> (setq idlwave-shell-automatic-electric-debug t)
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> =====
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Being a Windows user really sucks from time to time ....  
 Is there really no way to use this fine piece of art on non-linux boxes?

Thomas

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