
Subject: Re: IDL source editor alternatives?

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 22:06:40 GMT

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Robert Moss wrote:

> Benjamin Hornberger wrote:

>

>> You also have to live with the annoyances that IDLDE opens every file

>> you compile in the editor, that the cursor sometimes jumps from the

>> command line to the editor window and that IDLDE pops up windows

>> saying that your source code has been changed from outside IDLDE.

>

>

> That's odd, because I have been using IDLDE for ages on Windows and I do

> not recall ever seeing IDLDE open every file I compile in the editor.

Neither do I, but that's probably because I have never compiled a file from the command line (well, hardly ever). I just tried it and it *does* do as Benjamin said.

> I

> have had IDLDE pop and tell me that my source code has been changed from

> outside IDLDE, but that was always because I had changed it :)

Yes. This is a feature, not a bug.

What I do on Windows is always open files for editing in IDLDE. Then if I have any volume of work to do, press the magic, user-defined key combination to open the file in Xemacs. I edit the file there and when I want to compile, close it and return to IDLDE. This kindly tells me the file has changed. I compile and debug if necessary there.

The Unix people are going to cringe, but this works very well for me. I never get confused about which editor has the latest changes (well, hardly ever).

--

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