
Subject: Re: Starting multiple idlwave-shell's?
Posted by [JD Smith](#) on Mon, 04 Sep 2006 20:53:20 GMT
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On Thu, 31 Aug 2006 14:06:06 -0600, David Fanning wrote:

> No, no. As far as I know *everything* can be done in
> IDLWAVE. But I just let JD handle everything in that
> realm. :-)

Actually, in this case the answer is "not easily". IDLWAVE knows of and keeps track of a single IDL shell process at a time. You can obviously run two different Emacs sessions and have a shell in each. Let's say you're compiling a file (C-c C-d C-c). Which shell should it compile in? That's just one example of many where having more than one shell would be somewhat problematic.

You might like this tip regarding starting a "fast" IDL shell in Emacs without first loading a .pro file into a buffer:

```
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IDLWAVE Tip of the Month:
```

Do you love IDLWAVE for editing source and debugging, but often find yourself pulling up an XTerm IDL for quick calculations, not wanting the full IDLWAVE source buffer editing mode? Wouldn't you love to have all the same completion, on-line help and routine info features you've come to love during full-blown editing sessions? Get a quick IDLWAVE IDL Shell, without any buffer, using:

```
emacs --geometry 80x36 --eval "(idlwave-shell 'quick)"
```

I have this bound to a button in my launcher panel. Never be without IDLWAVE again.

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I might also suggest looking at the IDL-IDL bridge. This lets the primary IDL session manage sub-sessions, to which some work can be farmed out. It comes with IDL 6.3.

JD
