
Subject: Re: Running IDL .pro script from another app, using the IDL API
Posted by [mankoff](#) on Fri, 14 Sep 2007 14:12:00 GMT

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On Sep 14, 7:23 am, Mike <Michael.Mill...@gmail.com> wrote:

> On Sep 13, 5:30 pm, mankoff <mank...@gmail.com> wrote:

>

>> Wait... can't this be like a hundred times easier? On *nix you can
>> just execute from the command line "idl foo.pro" and foo will be
>> executed in IDL. Doesn't windows have some way to run startup
>> commands? I know everything is a bit harder to do in Windows, but I
>> don't think callable IDL is the necessary solution to this. Sorry, I
>> don't have IDL in Windows to test this on.

>

> I don't think that the problem is with windows itself. I'm sure there
> is a way to spawn or otherwise start something from within their
> desktop application (details depending on how it was written). The
> problem is that there is not a command-line idl on windows, so the
> "idl foo.pro" idiom is not available. To start IDL, they have to
> start the IDL IDE. On windows, the "I" really does mean interactive!
> That's one reason (among others) why we run all of our "batch" IDL
> codes on *nix boxen.

>

> Mike

I've never once run IDLDE, but I just launched it on OS X (unix), and under the startup tab in Preferences you can set a procedure. I assume you can do this on Windows too. That procedure should run whatever code the original poster wants to run. All they then need to do is launch the IDLDE.

The last line of the startup procedure could be "exit" to shut things down too. Of course, it would now be hard to use IDL for anything other than this one task, so I would write the startup procedure like so:

1) widget with 5 second countdown timer that alerts that this 'auto processing for Jim Brown' will be run in 5 seconds unless you click "no"

2) If "no" then drop into regular IDL/IDLDE mode

3) IF time times out, then run auto processing, and exit (shutting down the IDLDE)

-k.