

---

Subject: Re: IDL 7.0 Preview Review

Posted by [Haje Korth](#) on Fri, 16 Nov 2007 16:03:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ronn,

Very, very cool thank you for the tip. I just noticed that when you call up the properties in VS, there is under Configuration Properties->Debugging the option Attach, which lets you attach a process. My intuition tells me that this is what we are looking for. I will play with that over lunch. :)

Haje

<rlkling@gmail.com> wrote in message

news:7fabdcc6-4403-4482-89f0-ed50b7d47dc0@c30g2000hsa.google groups.com...

> Hi Haje,

>

> Yes, it is a little different than before but not too bad.

>

> Under the Debug property (I am using VS 2005) we no longer have the  
> idlde.exe, those entries are all blank. Instead the process is.

>

> 1. Bring up VS.

> 2. Bring up IDL7.0 just like you would if you were running an IDL  
> program.

> 3. Go back to VS and go to Debug->Attach to Process. A window will  
> popup and choose idl\_opserver.exe and either double-click it or select  
> and press the Attach button.

> 4. From here on it behaves exactly as before.

>

> There may be some way to make this a little more direct but I haven't  
> spent much time working on it. But it does seem that VS ought to have  
> a way to launch the eclipse process and then automatically attach to  
> the idl\_opserver.exe that gets created. If anyone figures that out  
> let me know and I will do the same.

>

> -Ronn Kling

>

>

> KRS, inc.

> email: r...@rlkling.com

> Use these books to upgrade your IDL skills.

> "Application Development with IDL"

> "Calling C from IDL, Using DLM's to extend your IDL code". SECOND

> EDITION includes C++ and debugging! THIRD EDITION includes writing  
> IDL

> object methods in C and C++!

> "Power Graphics with IDL, A Beginner's Guide to Object Graphics"  
> "IDL primer" A concise introduction to IDL  
> "Navigating the IDL workbench" Working with the new IDL 7.0  
>  
>  
> <http://www.kilvarock.com>  
>  
>  
>  
>  
>  
>  
>  
> On Nov 15, 8:13 am, "Haje Korth" <haje.ko...@nospam.jhuapl.edu> wrote:  
>> Ronn,  
>> have you figured out Visual Studio debugging with IDL 7.0? This is the  
>> only  
>> fundamental problem I am worried about.  
>>  
>> Haje  
>>  
>> <rlkl...@gmail.com> wrote in message  
>>  
>> news:7bcaa757-f551-4f24-9fc3-e89b115747f4@w34g2000hsg.google groups.com...  
>>  
>>  
>>  
>>> I agree that ITTVIS is definitely looking for future users that don't  
>>> fit into today's demographics. But that isn't necessarily bad. Look at  
>>> the bridge object that came out in 6.3. I am pretty sure that ITTVIS  
>>> needed to create this so that Eclipse could call IDL, but I have been  
>>> using it very effectively in the analysis I do. At the Users Group  
>>> they said that they are striving for an outstanding "out of the box"  
>>> experience for new users to IDL in future versions. Just think of all  
>>> the problems they will have to solve to make this possible. Having  
>>> the data show up in the right scope is just one example. Certainly we  
>>> will be able to take advantage of their advances don't you think?  
>>  
>>> I am also hugely excited about their willingness to work with third  
>>> party providers. I have been telling ITTVIS for years that they have  
>>> the most intelligent users in the world and with just a little  
>>> encouragement these people would expand IDL's capabilities for free.  
>>> I believe that this has finally sunk in.  
>>  
>>> It was really great seeing everyone at the Users Group. I agree with  
>>> Mike that we need to get ITTVIS to sponsor these things more often.  
>>> It was absolutely worth the trip to Boulder from DC.  
>>  
>>> -Ronn Kling

```
>>
>>> KRS, inc.
>>> email: r...@rlkling.com
>>> Use these books to upgrade your IDL skills.
>>> "Application Development with IDL"
>>> "Calling C from IDL, Using DLM's to extend your IDL code". SECOND
>>> EDITION includes C++ and debugging! THIRD EDITION includes writing IDL
>>> object methods in C and C++!
>>> "Power Graphics with IDL, A Beginner's Guide to Object Graphics"
>>> "IDL primer" A concise introduction to IDL
>>> "Navigating the IDL workbench" Working with the new IDL 7.0
>>
>>> http://www.kilvarock.com- Hide quoted text -
>>
>> - Show quoted text -
>
```

---