Subject: Re: IDL 7 on LINUX Question Posted by Doug Edmundson on Fri, 30 Nov 2007 21:55:55 GMT View Forum Message <> Reply to Message

## David Fanning wrote:

> Doug Edmundson writes:

>

- >> Vince is correct. The IDL Workbench is parsing all the PRO code on your
- >> path, in the current directory, in your open projects, and editors. If
- >> you're similar to our ENVI developers, it can take a while to do all
- >> that! I've already taken guite a bit of ribbing on this, so the plan is
- >> to speed it up.

>

- > Given this, and given that I have several big libraries that
- > I always use: JHUAPL, ASTRO, MARKWART, COYOTE, etc., is it
- > better to make each of these "projects" and always open
- > them. Or, should I just add these directories to my path
- and not bother to make them projects?

>

> Cheers,

> David

David,

I think a lot of people will be asking this.

I'd probably have a project for each of them and leave them open all the time. One benefit is that you'll have all the nice searching capabilities of Eclipse, such as the "search" dialog. But that's not all! You also get "Open Resource" (see the "Navigate" menu). That's one of the IDE team's favorites. Doing cmd+shift+R pops up the "Open Resource" dialog. Type in a partial name of a file and voila... a list of matching files appears like magic. This is a fast way to hunt down files.

The "Open Declaration" feature doesn't require projects and provides a fast way to hunt down routines.

If you like to manually manage your path, those new projects should probably have the "Update IDL Path preference..." option turned off when you create them. That property can always be changed later (right click on a project, bring up its properties and select "IDL Project Properties"). For those totally new to the IDL Workbench, you can take a look at your path preference in "Preferences > IDL > Paths".

So, projects can be pretty benign. You don't have to use them to build

SAV files or anything like that, but they do facilitate a lot of the workbench functionality.

Thanks for the good question.

Doug