
Subject: Re: large source trees and networked paths in 7.0
Posted by [R.G.Stockwell](#) on Thu, 06 Dec 2007 01:11:36 GMT
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<b_gom@hotmail.com> wrote in message
news:4d495e40-e358-411c-8b1f-628008b93be2@e6g2000prf.googlelegroups.com...
> On Dec 5, 3:57 pm, Rick Towler <rick.tow...@nomail.noaa.gov> wrote:

...
> Presumably the Workbench is parsing every file in my (probably too
> large) IDL source path, and examining files much more thoroughly than
> previous versions of IDL did which only resolved the path for
> each .pro file. This will add up to a large burden on my file server,
> so apparently new users will have to configure the path more
> restrictively, or set up projects for the specific libraries they want
> to use. Unless I'm still missing something.

Something like this is a killer for me because of two things.

1) I like to use a couple routines from Coyote, a couple from the astro lib, a couple from another library (for instance). So I will almost always require to have all of my projects open, with their hundreds of files that will be processed.

2) my 'trail of bread crumbs' development is going to be horrible. As an example, when I get a new data set, i start with an exploratory main routine that simply reads the data, and plots it out. I call it 'look1.pro'.

Then I will save it as 'look2.pro' and add some functionality now that I can actually see the data. Then 'look3.pro' adds some basic error checking, 'look4.pro' puts in some data bounds checking, look5.pro will allow keyword based functionality, then i finalize it as 'read_QWERTYData.pro'. I put all the old look*.pro routines in a ../devel folder so I can dig back into it if i ever need to. So a great deal of my code is development - not intended for final use, but explicitly stored with the final code so I can find it.

With this setup, I guess I will have to cheat and try to fool IDL7 into skipping the programs (like renaming them look*.pro_devel or something).

Cheers,
bob
