
Subject: Re: IDL 7.0 Projects

Posted by [Doug Edmundson](#) on Thu, 06 Dec 2007 00:25:26 GMT

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David Fanning wrote:

> Folks,
>
> I've been thinking about IDL projects quite a lot the past
> couple of days, because I'm trying to write an article that
> can explain this to someone like me. Obviously, I am having
> a great deal of difficulty. :-(
>
> Here is my latest idea. See what you think of it.
>
> First, forget about "projects". (Well, you can't forget
> about them entirely, since IDL 7 is going to force you
> to use them.) Of course, I'm talking to the Windows crowd
> here, but I think the same thing applies to most users.
> Instead, think about "work". You probably already have
> your IDL *.pro files organized in some kind of "work"
> structure.
>
> For example, I have a "david" directory, and inside of
> that I have folders named "coyote", "activecontour",
> "catalyst", "test", etc. My normal way of working is
> to work in the "david" directory when I am just
> fooling around, but if I have a specific task
> or, heaven forbid, "project", I make a separate folder
> to contain those programs.
>
> What I wanted to do in IDL 7 was duplicate this way of
> working, but if I create a "david" project, then I can
> no longer create "coyote" and "catalyst" projects, because
> these live in the "david" folder, and projects (as far as
> I can tell) cannot be nested like this.
>
> So here is what I've created, that is sort of working for
> me. I've renamed the Default project "Sandbox" and I let that
> go into the IDLWorkshop folder. This is now where I do my
> fooling around. I've renamed my "david" folder "idlwork" and
> with the exception of moving all the *.pro files out of there
> and over into my "sandbox" directory, I've left the directory
> structure alone.
>
> So, when I fire the IDL Workspace up, I am looking at the
> project Sandbox. Now, if someone sends me an e-mail saying
> that FSC_COLOR is a piece of crap, and here is how you can
> fix it, I simply create a *new* project named "Coyote" and

> I create if from the "coyote" directory in "idlwork". I can
> make changes to coyote programs there. When I am finished with
> it, I can just delete the Coyote project (taking care, God knows,
> NOT to delete the contents of the directory!) and I am back
> to my Sandbox. I can do this with any "project" I care to work
> with.
>
> This has several advantages. It keeps my Project Explorer
> from overflowing with projects I'm not the least bit interested
> in at the moment. It means the Workshop doesn't "Analyze Code"
> for an hour and a half every morning. And it sort of makes
> sense to me.
>
> Of course, if I forget to delete the project before I exit
> the IDL Workspace, it just starts up again the next morning
> with the same configuration I left it in.
>
> And, naturally, I do ALL the path manipulation manually
> because I don't trust ANY software that thinks its smarter
> than I am. This means my programs can find coyote, and catalyst,
> and other procedures when they need them, even if they are NOT
> in the project currently.
>
> Does this seem like a workable configuration to anyone?
>
> Cheers,
>
> David

David,

This sounds good to me, especially if you have routine name "collisions"
(due to multiple versions of the same library?) and hence need to pay
particular attention to path order. We have similar users here at ITT
VIS who do that.

The only thing I'd add for anyone else who's reading this is that if
they don't care about the order of routines on their path, they might
want to go ahead and trust, yes by golly, trust the IDL Workbench to
manage their path. :-) That way one doesn't have to constantly create
and destroy projects. When a project is closed, it'll be automatically
removed from the path and not parsed (no "analyzing code"). To close a
project, go to the "Project Explorer" view, right-click on a project and
choose "Close Project". Opening a managed project will immediately
re-add it to the path.

Cheers,
Doug
