Subject: Re: IDL 7.0 Projects Posted by Vince Hradil on Wed, 05 Dec 2007 22:48:20 GMT

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On Dec 5, 4:42 pm, David Fanning <n...@dfanning.com> 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
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- > 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 Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming:http://www.dfanning.com/
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

(warning: Duck the incoming monkey wrench...)

How about making separate workspaces for each of your "projects", then choose those when you start up the Workbench. Have you tried that?