

---

Subject: Re: IDL 7.0 Projects

Posted by [Vince Hradil](#) on Wed, 05 Dec 2007 22:48:20 GMT

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

---

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

> 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?

---