
Subject: Re: IDL 7.0 questions

Posted by [Doug Edmundson](#) on Wed, 05 Dec 2007 18:25:56 GMT

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David Fanning wrote:

> David Fanning writes:

>

>> Well, I did something and it popped back in. But then

>> I took it out again to see what THAT was all about,

>> and I can't get it in again. What in the world did I

>> do the first time?

>

> I hate to pick at a scab, but I am *certain* there must

> be an algorithm behind grabbing GUI elements and moving

> them around. Does anyone have any idea what it is? Where

> do I grab, and where should I drop to make things happen

> in a sensible fashion? I apologize for not being able

> to figure this out. But, on the other hand, I use the

> TV so infrequently that I have to get my son in here

> to set it up for me if I want to watch a movie, so

> this kind of thing is not my forte. :-(

>

> Cheers,

>

> David

Hi David,

I think there are a few visual differences between Mac, Linux, Windows and Solaris, but the basic operation should be identical. I'll give a broad overview for everyone's benefit.

The IDE Workbench window is broken down into views. Views include the "Project Explorer", "Console", "Command Line", "Outline", "Debug", etc.

Views can also be stacked on top of each other into groups.

Views are repositioned by dragging their tabs. You should see some kind of rectangle that "snaps" into various positions as you drag, indicating where the view would go if you were to release the mouse button. Note that you can fully detach a view to turn it into a floating window. Reattaching is done the same way... drag the view's tab until you get a thin, hollow rectangle that is where you want the view to go.

If you're not seeing the drag rectangle then we have a bug! ;-)

The main trickiness has to do with the editor view, which is somewhat special in two regards. First, it is fixed and cannot be repositioned.

This implies that all other views are positioned around it and

relative to it. Second, the editor view contains tabbed editors which are not views! Individual editors can be moved via their tabs, but can only be repositioned within the editor view. (This allows one to have side-by-side and split editors. Right-click on a editor tab and choose "New Editor" get a second copy of that editor.)

As mentioned above, views can be grouped. To group views, drag one tab on top of another. Within a group, reorder tabs by dragging them left or right. Groups can also repositioned! Click and drag from the "grey area" to the right of all tabs in the group. You should get that familiar "drag rectangle".

Now to demystify perspectives... Perspectives are merely a set of views (and their layout). The IDL perspective contains those views useful for writing code and the Debug perspective adds the "Debug", "Variables" and "Breakpoints" views. You can add and remove views from a perspective as you like. (See the "Window" menu.) You can even create new perspectives. Hey, one can even have just an editor, console and command line! Combine that with the "vi" plug-in and prepare to rock'n'roll. ;-) I joke, but for some that may be all they want and need, especially if their desk space is limited.

It's tough to describe in words how all this works but hopefully those words have helped.

Cheers,
Doug
