
Subject: Re: Self-compiling procedures

Posted by [maye](#) on Tue, 19 Feb 2008 09:29:27 GMT

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On Feb 18, 9:55 am, Maarten <maarten.sn...@knmi.nl> wrote:

> On Feb 16, 11:50 pm, Michael Aye <kmichael....@googlemail.com> wrote:

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>> On Feb 16, 11:30 pm, Spon <christoph.b...@gmail.com> wrote:

>>> On Feb 16, 10:18 pm, maye <kmichael....@googlemail.com> wrote:

>>>> Thanks so much for your fast answers, and I'm very sorry, I was too

>>>> imprecise with my question, silly me.

>>>> I am actually looking for a way to group similar procedures into one

>>>> file to reduce the amount of library files, it's just harder to

>>>> maintain.

>>>> Is there a way to keep things still self-compilable when I put several

>>>> procedures into one file?

>>> Short answer - no.

>>> Here, have a read of this, particularly the second half:

>>> <http://www.dfanning.com/tips/namefiles.html>

>> And I got an idea: I could at least sort things by subfolders. As IDL

>> parses recursively - as it was mentioned before - I can put related

>> procedures together.

>> Thanks for your hints.

>

> If the functions are truly related, you may want to investigate the

> use of object programming. The IDL manual on the subject is quite

> horrible - it assumes you want to use their object graphics and write

> user interfaces in IDL (yuck). But as far as grouping related

> function, it is a powerful concept. Be prepared to dive into pointers

> though.

>

> Maarten

Yes, saw the object stuff already, but wondered, as you said, if that's only there for object graphics or if there's more use to it. So it's a good point.

Which reminds me of another question since IDL 7.0: What's ITT's idea now for graphical UI's?

And are there actually ways to do the UI e.g. with QT Designer or with WxWindowx/WxPython and put it on top of IDL routines? I guess, then one has to start with all that importing stuff and doing it in C/C++ using some libraries for import?

Regards,
Michael
