
Subject: Re: Something Has Changed

Posted by [Douglas Dirks](#) on Fri, 18 Jul 2008 16:56:56 GMT

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On Jul 18, 9:50 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> On Jul 18, 9:32 am, Douglas Dirks <ddirk...@gmail.com> wrote:

>

>

>

>> IDL's behavior when searching for routines to compile or restore
>> has not changed -- not in a long time, anyway. In looking at the
>> documentation on automatic compilation, though, I see that the
>> behavior is not particularly well described. I'm adding the following
>> section to the "Automatic Compilation and Execution" topic:

>

>> ----

>> A Note on Files with Duplicate Names

>

>> If multiple .pro or .sav files with the same base name exist in the
>> directories
>> specified by the !PATH system variable, IDL will compile or restore
>> the first
>> file it finds, according to the following rules:

>

>> 1) IDL begins searching in the first directory specified by the
>> !PATH system variable.

>

>> 2) If a .pro file whose base name matches the routine specified
>> exists in the directory being searched, IDL compiles it, runs
>> the routine, and stops searching.

>

>> 3) If a .sav file whose base name matches the routine specified
>> exists in the directory being searched, IDL restores it, runs
>> the routine, and stops searching.

>

>> 4) IDL proceeds to the next directory specified by the !PATH
>> system variable and begins testing again with step 2.

>

>> 5) If no file whose base name matches the routine specified is
>> found in the directories specified by the !PATH system variable,
>> IDL issues an
>> Attempt to call undefined procedure/function
>> error, and halts execution.

>> ----

>

>> I hope that clears things up a bit,

>

>> Doug Dirks

>
> I think it would also be useful to include searching for system
> routines/DLM_PATH and files in the current directory in your steps.
>
> Mike
> --www.michaelgalloy.com
> Tech-X Corporation
> Software Developer II

Excellent point, Mike. IDL looks *first* in the current directory,
then starts in the directories
specified by !PATH. I'll add that to the updated text.

Thanks,
Doug
