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Subject: Re: Project newbie asks...well what about ENVI projects?

Posted by [Mort Canty](#) on Fri, 25 Jul 2008 15:50:04 GMT

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David Fanning schrieb:

> Jeff N. writes:

>

>> Now, however, i find myself writing a bunch of code that i want to  
>> distribute to several people, and the idea of setting up a project  
>> immediately starts to seem attractive. Here's the thing though....the  
>> code i'm writing is for ENVI. Basically i've got a bunch of .pro  
>> files that adds a new menu item to ENVI's main menu and then handles  
>> all the commands on that new menu item. So I think the relevant  
>> difference here between what i want to do and a normal (?) IDL project  
>> is that I don't want all of my .pro files to end up compiled into one  
>> big save file that you launch with a single command. I want to have  
>> one save file created for each .pro file. Is that possible? Is it  
>> possible to have the directory that the compiled code ends up in be  
>> different than the directory where the .pro files are (but maintain  
>> the directory structure)?

>>

>> I also have a resources folder that contains text files, images,  
>> spectral libraries, etc.....stuff that isn't code but still needs to  
>> end up in the "output" directory where all the compiled code ends up.

>>

>> In the alternative, should i be thinking about how i could write my  
>> own "build" program, that searches for .pro files, calls SAVE for  
>> them, etc. and then handles the resource directory?

>>

>> Any suggestions would be great.

>

> This was a topic of conversation at yesterday's Extending  
> ENVI seminar. No one appears to be sure about the right  
> way to do this. One of the most sensible suggestions I  
> heard was to add your ENVI save-add folder to your  
> Workspace as a project, but to make sure it is NOT  
> on your IDL path.

>

> This way, you can see the contents, drag your completed  
> save and pro files into it, etc., but not have to deal  
> with it otherwise.

>

> I think you are going to have to hand-save the sav files  
> you want to add to ENVI. I would just do this in the normal  
> way in whatever project folder you are using at the moment,  
> then drag these files over to the save-add folder.

>

> Note that there is a new way to create the ENVI buttons

> now to make your added programs accessible to ENVI. You  
> no longer have to modify the ENVI menu text file.  
>  
> Your user function has to have two modules in it: the  
> normal event handler module that gets called when the  
> action button is selected, and a procedure defined with  
> the same name as the event handler with a "\_define\_buttons"  
> attached to it:  
>  
>   PRO MyFunction\_Define\_Buttons, buttonInfo  
>   .....  
>   END  
>  
>   PRO MyFunction, event  
>   .....  
>   END  
>  
> Inside the "define buttons" procedure, you use the ENVI  
> routine ENVI\_DEFINE\_MENU\_BUTTON to create your buttons.  
> Keywords allow you to name and position the button in  
> relation to other buttons, etc.  
>  
> Apparently, this has been an undocumented feature for a  
> long time, but it has been exposed in this release. It is  
> very slick, I think.  
>  
> Cheers,  
>  
> David

Right, but don't forget to plunk the file into SAVE\_ADD, so that the new  
menu items are there when ENVI comes up. Wish to heck they'd "exposed"  
this feature before I published my book :-(

Mort

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