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

Posted by [David Fanning](#) on Fri, 25 Jul 2008 14:50:34 GMT

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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

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
