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Subject: Re: On-the-fly compilation of routines

Posted by [David Fanning](#) on Thu, 06 Nov 2008 18:43:06 GMT

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gsever writes:

- > The routines have been structured like Mr. Bauer said in his first
- > reply. I would like to hear your comments about how we can improve the
- > organization of our program.
- >
- > One of my confusion has not been resolved yet. For example on a modern
- > embedded C compiler, throughout the debugging process if I make a
- > change on the source code and save the file, and try to observe the
- > same function by executing a command or function, the compiler warns
- > me to re-compile the code. While doing this, it only compiles the
- > recently changed file (I mean as far as I understand the compiler or
- > linker attaches a file stamp or flag them, so next time it doesn't re-
- > compile unchanged files. This means a significant compiling speed
- > improvement and this is something I haven't observed in IDL.

No, because it is typically not necessary to every recompile everything, except when you start IDL. You are working in the Workbench, so when you finish editing a file, and wish to re-compile just that file, reach up and click the "Compile" button. (It looks like a set of gears. Don't ask me.) Just that one file you are working on gets compiled. On my Windows machine CNTL-F8 does the same thing.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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

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