Subject: Re: dependency tree / call graph in idl (cscope for idl)?
Posted by Michael Galloy on Wed, 19 Nov 2008 16:35:32 GMT
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On Nov 19, 8:51 am, Sven Utcke <utcke+n...@informatik.uni-hamburg.de>
wrote:
> what's the recommended way to do dependency tracking in IDL, you know,
> FUNCTION X depeneds on PRO Y which calls FUNCTIONs A, B, and C. That
> stuff. Preferably, but not necessarily from emacs?
>
> In C, I would for example use cscope <http://cscope.sourceforge.net/>.
>
> Reason I'm asking: I inherited a project with quite a few
> interdependent files (79 files so far, with 14000 lines, but I'm sure
> to find I missed some once dependency tracking works), and in order to
> get any idea at all what this is doing I would like to look at some
> sort of call graph.
>
> So what is the IDL-way of doing this?

There is nothing I know in IDL that would do this currently. The only
suggestion I have is to start a fresh IDL session. Compile the 79
files that you have so far and then use RESOLVE_ALL. This will compile
routines that are called by the original 79 (and the routines that are
called by those routines, etc.). There should be messages in the
output log like "% Compiled module: ..." that should give an
indication of the needed routines. Of course, this is far short of a
call graph, but might serve depending on your requirements.

I have thought about adding such a feature to IDLdoc. At some point, I
think I will need a full blown IDL parser to extract all the
information I want to get from a code base.

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