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Subject: Re: .trace not working?

Posted by [Jeremy Bailin](#) on Sun, 09 Aug 2009 02:19:37 GMT

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On Aug 7, 11:06 pm, pp <pp.pente...@gmail.com> wrote:

> On Aug 7, 5:11 pm, JDS <jdtsmith.nos...@yahoo.com> wrote:

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>

>> Ho-now. In Emacs with IDLWAVE I can:

>

>> 1) report on the call stack at a stopped location.

>> 2) use single keystrokes to examine variables (not just print, but

>> view structure fields, see widget dimensions etc., or other things you

>> can dream up and easily configure). I can also drag out or use

>> shortcuts to examine any arbitrary expressions in the code (like '(x +

>> y^z)').

>> 3) move up and down through the call stack, examining variables or

>> expressions in any parent scope (in practice I just do this rather

>> than read the traceback).

>> 4) trivially set, remove, or alter breakpoints, including conditional

>> and repeat breakpoints

>> 5) continue, step, stop, continue to the line at the cursor point,

>> continue up and out of the enclosing block (for loop, etc.)

>

>> So basically (as far as I can tell) every debugging option in the

>> Workbench, and a bit more. Not as much clicking, but for some that's

>> an advantage. Did I mention it's been doing this for about 10

>> years?

>

> Ok. I did not know one could do that much in IDL with Emacs, and I am

> also impressed that it has been the case for so long. I have for some

> time intended to examine Emacs in more detail, this encourages me to

> do it sooner.

>

> However, the people I was referring to, which I frequently see, do not

> use such features, they only edit source files as one would do in vi

> or any other simple text editor, run things in IDL in a command line,

> and fill the code with prints when trying to debug, with a lot of

> avoidable suffering.

>

> Not to try to make it a contest, just to inform more to others (as you

> have informed me of what can be done in Emacs): in the workbench

> editor it is also possible to see a routine's arguments when you park

> the cursor over its name (even when it is user-defined), open its

> help, and jump to its definition (even when in another file). There is

- > help on method names and structure fields when typing them in the
- > editor and command line, and there are browsers for the command
- > history, profiler results, and routines defined in a file (the outline
- > view).

Ah, but at the expense of running the workbench. ;-) To each their own poison!

-Jeremy.

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