Subject: Re: .trace not working?
Posted by David Fanning on Fri, 07 Aug 2009 20:36:13 GMT

JDS writes:

>
>> And yet I still frequently see people using just the command line,
>> editing source files in vi or emacs.
>
> 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?

If I had had better parents, they would have provided
an EMACS editor for me in the crib, and I wouldn't be such
a miserable person today. But EMACS is sort of like tennis.
Not really the kind of thing you are going to be any good
at if you take it up after, say, the age of 30. Just too
many good years of muscle memory destroyed by the beer,
I guess. :-(

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")