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Subject: Re: IDL routines dependencies map maker  
Posted by [DavidPS](#) on Mon, 12 Mar 2012 22:29:55 GMT  
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> Running on GPULib didn't take long (maybe a minute or so) and produced  
> useful results:  
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>  
> <http://michaelgalloy.com/wp-content/uploads/2012/03/gpulib-dependencies.png>

I'm actually impressed... definitely I don't have enough memory in my computer to run it properly.

> I think this is a very useful project and have long thought about  
> including something like this in IDLdoc.

Cool to know that I was not completely mad at trying something like this. I'm happy other people find it useful. A step in the future would be to make it interactive, so we could click one of the dots and open the file (or see the documentation).

However, I'm still not completely sure that I'm having into account all the possible options... I still find some weird connections... I will try to improve it.

An open issue... and which I probably won't do, is handling objects. I have no clue of how they work, and I'm not sure if my approach (or something similar) would work.

Good Monday night to everyone,  
David

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