
Subject: Re: Fix for IDL 5.0 breaking idl-shell
Posted by [David Fenyes](#) on Fri, 04 Jul 1997 07:00:00 GMT
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Hello all,

Mary Jo Brodzik <brodzik@zamboni.colorado.edu> writes:

> I have attached a new idl-shell.el (version 2.3), that fixes the
> problem posted to this newsgroup last week, in which idl-shell was
> incorrectly parsing the breakpoint message, and was opening a new
> buffer instead of the correct buffer with the appropriate .pro
> file to debug. Many thanks to Chris Chase for the fix!

Yes, many thanks to Chris Chase, for an excellent emacs IDL-shell mode, and for his kindness in providing a fix. Thanks to Mary Jo for posting it.

I found that the following trivial patch is required for the fix to work. IDL 5 inserts a space, a line break, and two more spaces when breaking the line. The patch deletes the leading space as well as the newline. idl-shell-fix-inserted-breaks should be set to 't' when using IDL 5 and 'nil' when using idl 4.

If you are using IDL or one of the idl "IDE's" on any platform that supports emacs, you really should try this mode. It provides an environment that emacs users will find far more comfortable.

Regards,

David.

```
*** idl-shell.el Thu Jul  3 15:23:41 1997
--- /opt/gnu/share/emacs/site-lisp/idl-shell.el Fri Jul  4 10:51:12 1997
*****
```

```
*** 762,768 ****
```

```
;; (delete-horizontal-space)
(if (looking-at " ")
    (delete-char 2))
! (delete-char -1))
  (buffer-substring (point-min) (point-max))))
```

```
;; The following are the types of messages we attempt to catch to
```

```
--- 762,768 ----
```

```
;; (delete-horizontal-space)
(if (looking-at " ")
    (delete-char 2))
! (delete-char -2))
```

(buffer-substring (point-min) (point-max))))))

;;; The following are the types of messages we attempt to catch to

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David Fenyes University of Texas Medical School
dave@msrad71.med.uth.tmc.edu Dept. of Radiology
