
Subject: DXDEBUG - command line debugging
Posted by [Craig Markwardt](#) on Tue, 18 Apr 2000 07:00:00 GMT
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Here is DXDEBUG, my shot at an improved command line debugging package.

<http://cow.physics.wisc.edu/~craigm/idl/idl.html> (under Miscellaneous)

Command line debugging with IDL has always been difficult. It does provide excellent abilities to interactively query and set variables, but only at one level -- the deepest level. Generally, when debugging a larger suite of programs one can have procedures and functions that nest several levels deep. Since one procedure can call another, or even itself, this is a natural effect. If an error occurs in a procedure several levels deep, knowing the values of variables at higher levels (i.e., the calling routines) can be useful and time saving. Unfortunately IDL has no documented provisions for doing this.

The procedures in the package supply convenience routines for navigating up and down the IDL call stack (DXUP and DXDOWN); for interrogating and modifying IDL variables at any levels in the call stack (DXHELP, DXPRINT, DXGET, DXSET); and for quickly setting and clearing breakpoints (DXBREAK, DXFINISH and DXCLEAR). The package is based upon invaluable discussions about the undocumented ROUTINE_NAMES() function on the comp.lang.idl-pwwave Usenet newsgroup.

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