Subject: Re: I for Interactive Programming? (was: widget\_control and group\_leader) Posted by Ray Sterner on Thu, 04 Jan 2001 17:47:55 GMT

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## Jaco van Gorkom wrote:

- > Richard G. French wrote:
- ... I used to approach IDL as though
- >> the I in Interactive meant 'interactive programming' I'd start
- >> a journal file, fiddle with the observations and analysis and display,
- >> edit the journal file, and call it a program. I still take this approach
- >> for rush projects, but taking the few minutes to annotate the code
- >> and reorganize it so that it can be used again is now a high priority
- >> for me.
- >> Although I have written some widget programs over the years,
- >> I still find myself guite often using IDL in this seat-of-the-pants
- >> mode when I start a new project. I'd be curious to know how many
- >> other readers of this news group use IDL primarily in this way.
- >> Dick French

>

- > Hi Dick,
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- > Count me in, I do this all the time. Usually forgetting to start a
- > iournal
- > in time and thus cutting and pasting from the log window. I find that it
- > often leads to faster and more 'creative' data analysis, although it is
- > sometimes hard to really take those minutes at the end of the day for
- > reorganizing and annotating the code.
- >
- Jaco
- >
- gorkom@rijnh.nl Jaco van Gorkom
- > FOM-Instituut voor Plasmafysica Rijnhuizen

I work that way a lot too, and never remember to turn on journal. So I wrote a routine

called grab\_commands.pro that I can call at any point to grab all the commands I've

used and put them in a file, like turning journal on and getting all the previous

commands. It grabs commands from the recall buffer, which by default only keeps a few

commands. In my IDL startup file I set !EDIT\_INPUT=1000 which should cover most cases.

It's been awhile since I've updated my public IDL library, but for now

I've put this

routine at http://fermi.jhuapl.edu/temp/grab\_commands.pro
It should work for any version that has the IDL recall\_commands
routine (not sure when that
came in, maybe IDL 5?). Once you get it just do grab\_commands,/help
for all the deatils.

--

Ray Sterner ray.sterner@jhuapl.edu
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Subject: Re: I for Interactive Programming? (was: widget\_control and group\_leader)
Posted by Vapuser on Thu, 04 Jan 2001 20:18:46 GMT

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For those willing to learn emacs and Carsten Dominik's marvelous idlwave\_shell mode, you would have no more problems with saving the results of your 'tappling' at the keyboard. Just start up an instance of idlwave\_shell in emacs and tapple to your hearts delight, then write the idlwave-shell buffer out to a file. Or, kill/yank (i.e. cut/paste) it to another buffer, edit it and write that out to a file.

This is almost the \*only\* way I develop code anymore, I try stuff out in emacs/idlwave-shell and then cut/paste it to the 'work in progress' file. (doesn't work for widgets programming, of course, but in this area it's the debugging capabilities, which are totally awesome \*d00d\* that recommend it)

No more need to remember to turn journalling on or to set variables to assure that you save enough of your work.

It does have a steep learning curve, especially if you're not used to emacs or you're on a Windows/Mac system. If that's the case, journalling is probably the best bet. But if you're moderately used to emacs and on a unix system, emacs/idlwave-shell mode simply can't be beat (IMHO) and it's well worth the effort!

Kudo's to Carsten for his fine work!

William Daffer

Ray Sterner SRO <sterner@tesla.jhuapl.edu> writes:

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>> Jaco van Gorkom
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