
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

[View Forum Message](#) <> [Reply to Message](#)

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 quite 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,

>

> Count me in, I do this all the time. Usually forgetting to start a

> journal

> 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

>

> -----

> Jaco van Gorkom gorkom@rijnh.nl

> 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
The Johns Hopkins University North latitude 39.16 degrees.
Applied Physics Laboratory West longitude 76.90 degrees.
Laurel, MD 20723-6099

Subject: Re: I for Interactive Programming? (was: widget_control and
group_leader)

Posted by [Vapuser](#) on Thu, 04 Jan 2001 20:18:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 'tapping' 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:

> 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 quite 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,

>>

>> Count me in, I do this all the time. Usually forgetting to start a

>> journal

>> 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

>>

>> -----

>> Jaco van Gorkom gorkom@rijnh.nl

>> 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 details.
>
> --
>
> Ray Sterner ray.sterner@jhuapl.edu
> The Johns Hopkins University North latitude 39.16 degrees.
> Applied Physics Laboratory West longitude 76.90 degrees.
> Laurel, MD 20723-6099

--

William Daffer: 818-354-0161: William.Daffer@jpl.nasa.gov
