
Subject: Re: debug IDL DLM in Visual C++
Posted by [peter.mason](#) on Mon, 18 Feb 2002 21:11:14 GMT
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Julia Jin wrote:

- > As Richard Younger and Gert suggested last time, we can specify the
- > IDLDE executable through
- > project->settings->debug: fill in idl_path\idl32.exe
- >
- > But in my IDL program, I use some ENVI functions, so I use IDL in ENVI
- > environment, actually the executable this time should be:
- > D:\RSI\ENVI34\IDL54\bin\bin.x86\idlde.exe -minimized
- > @"D:\RSI\envi34\bin\envi.run"
- >
- > But how can I set executable including parameters in Visual C++? If I
- > set it as
- > D:\RSI\ENVI34\IDL54\bin\bin.x86\idlde.exe -minimized
- > @"D:\RSI\envi34\bin\envi.run", VC can not recognize it.
- >
- > Any suggestion will be appreciated!

Hi Julia,

I don't have a tidy solution for you, just a slightly tedious one.
It'll only work if you have a full ENVI license, but by the look of
your shortcut string above you do have one.

Stick to the plain IDL executable

(D:\RSI\ENVI34\IDL54\bin\bin.x86\idlde.exe) in VC. When you run a
debug session in VC you'll get an IDL console. Start ENVI simply by
typing ENVI at the IDL command prompt. Then start your own ENVI
module and you're away.

Don't forget to use the latest debug build of your DLL in your ENVI
module. Pointing out the obvious: this normally won't happen unless
you have taken some measures to see that it does. (For Call_external
I normally do this with a hard-coded string in the ENVI module rather
than by copying DLLs around all the time.)

Cheers
Peter Mason
