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Subject: Re: noop?

Posted by [Vince Hradil](#) on Fri, 06 Apr 2007 16:42:23 GMT

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On Apr 6, 11:37 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:

> Hi all,  
>  
> Does IDL have some kind of noop statement? I'm looking for something to  
> anchor breakpoints at a point where several control statments have their  
> ends...  
>  
> cheers  
> chris

Philosophical thoughts aside...

How about:

; NOOP

or  
return  
or  
return, 0  
?

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Subject: Re: noop?

Posted by [Vince Hradil](#) on Fri, 06 Apr 2007 16:42:59 GMT

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On Apr 6, 11:37 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:

> Hi all,  
>  
> Does IDL have some kind of noop statement? I'm looking for something to  
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> cheers  
> chris

Philosophical thoughts aside...

How about:

; NOOP

or

return  
or  
return, 0  
?

Maybe a little more context is needed - or an example?

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Subject: Re: noop?

Posted by [Vince Hradil](#) on Fri, 06 Apr 2007 16:43:49 GMT

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On Apr 6, 11:42 am, "hradilv" <hrad...@yahoo.com> wrote:

> On Apr 6, 11:37 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:

>

>> Hi all,

>

>> Does IDL have some kind of noop statement? I'm looking for something to

>> anchor breakpoints at a point where several control statements have their

>> ends...

>

>> cheers

>> chris

>

> Philosophical thoughts aside...

>

> How about:

>

> ; NOOP

>

> or

> return

> or

> return, 0

> ?

Maybe you can provide a little more info (example?) of what you are trying to do.

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Subject: Re: noop?

Posted by [Christopher Thom](#) on Fri, 06 Apr 2007 16:55:04 GMT

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Quoth hradilv:

> On Apr 6, 11:37 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:

>> Hi all,  
>>  
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>>  
>> cheers  
>> chris  
>  
> Philosophical thoughts aside...  
>  
> How about:  
>  
> ; NOOP

Ahhh...humour...and it works! :) I just wanted something to anchor a  
breakpoint in my code...the snippet looks like:

```
    endelse  
  endfor  
endfor
```

and IDL didn't want to put a breakpoint on those. A "stop" command would  
serve equally well...but I tend to forget to take them out, and then set  
my code running, come back an hour later to check...and oops :-)

cheers  
chris

---

Subject: Re: noop?  
Posted by [Vince Hradil](#) on Fri, 06 Apr 2007 16:58:42 GMT  
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On Apr 6, 11:55 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:  
> Quoth hradilv:  
>  
>> On Apr 6, 11:37 am, Christopher Thom <c...@oddjob.uchicago.edu> wrote:  
>>> Hi all,  
>  
>>> Does IDL have some kind of noop statement? I'm looking for something to  
>>> anchor breakpoints at a point where several control statements have their  
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>  
>>> cheers  
>>> chris  
>  
>> Philosophical thoughts aside...

```
>
>> How about:
>
>> ; NOOP
>
> Ahhh...humour...and it works! :) I just wanted something to anchor a
> breakpoint in my code...the snippet looks like:
>
>     endelse
>   endfor
> endfor
>
> and IDL didn't want to put a breakpoint on those. A "stop" command would
> serve equally well...but I tend to forget to take them out, and then set
> my code running, come back an hour later to check...and oops :-)
```

>

```
> cheers
> chris
```

I see. Usually I insert a "print" statement, then I get really ugly output when I forget to remove them.

---

Subject: Re: noop?

Posted by [Ingo von Borstel](#) on Fri, 13 Apr 2007 13:28:01 GMT

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Hi,

```
>>>
```

```
>>> Does IDL have some kind of noop statement? I'm looking for something to
>>> anchor breakpoints at a point where several control statments have their
>>> ends...
```

I sometimes have the same problem. I wrote myself a tiny function "is\_debug" and add a debug keyword to the functions I'm testing. My code then reads somewhat like this:

```
PRO procedure_to_be_tested, param1, param2, debug=debug
```

```
  this_debugvalue = 8
```

```
  if not keyword_set(debug) then debug=0
```

```
  for i=0,10000 do begin
```

```
    for j=0,10000 do begin
```

```
      for k=0,10000 do begin
```

```
        do something
```

```
      endfor
```

```
    endfor
```

```
if is_debug(this_debugvalue,debug) then stop
endfor
```

```
FUNCTION is_debug, debug, value
```

```
RETURN, (debug AND value) eq value
```

```
END
```

If you set this\_debugvalue to the n-th power of 2, you have a check whether the n-th bit is set within the debug variable. Then, if the n-th bit of debug is set, your procedure will stop. It will run normally without stop, if you don't call it with the debug keyword.

I'm pretty sure there's a more elegant solution, but it works for me;

Best regards,  
Ingo

--

Ingo von Borstel <[newsgroups@planetmaker.de](mailto:newsgroups@planetmaker.de)>  
Public Key: <http://www.planetmaker.de/ingo.asc>

If you need an urgent reply, replace newsgroups by vgap.

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