
Subject: IDL 7.0 questions

Posted by [markb77](#) on Sat, 01 Dec 2007 20:10:49 GMT

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Does anyone know where the Run->Stop and Run->Reset buttons have gone? These seem to be pretty essential !?

Subject: Re: IDL 7.0 questions

Posted by [Vince Hradil](#) on Wed, 05 Dec 2007 18:02:39 GMT

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On Dec 5, 11:42 am, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> Well, I did something and it popped back in. But then

>> I took it out again to see what THAT was all about,

>> and I can't get it in again. What in the world did I

>> do the first time?

>

> I hate to pick at a scab, but I am *certain* there must

> be an algorithm behind grabbing GUI elements and moving

> them around. Does anyone have any idea what it is? Where

> do I grab, and where should I drop to make things happen

> in a sensible fashion? I apologize for not being able

> to figure this out. But, on the other hand, I use the

> TV so infrequently that I have to get my son in here

> to set it up for me if I want to watch a movie, so

> this kind of thing is not my forte. :-(

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Here's some things I've discovered

grab in the blank area next to the "tab". Then drag slowly, pause where you might want it and you'll get "preview" of where it will go.

If you drag it "into" another view, it will add tabs to that view.

Also, move SLOW and watch the pointer. If it changes to a rolodex looking pointing then it will add the tabs to that view. The up/down/right/left arrows show where the window will be pasted, relative the the window underneath. Just don't "drop" it until you're sure it is where you want it.

Subject: Re: IDL 7.0 questions

Posted by [David Fanning](#) on Wed, 05 Dec 2007 18:24:47 GMT

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Vince Hradil writes:

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- > right/left arrows show where the window will be pasted, relative the
- > the window underneath. Just don't "drop" it until you're sure it is
- > where you want it.

OK, thanks. I'm not sure if it is the brain-dead Sony Viao laptop I put it on or my KDE window manager, but my "preview" is a rectangular outline of a box and I never see any tabs, no matter how slowly I go. But I can get the windows to pop into the right place now, thanks.

Here is what I do notice now, though. If I open up the IDL 7 Workspace, this is now a (slow!) one application machine. Forget about checking the Spanish word of the day in my browser. It takes about 10 seconds just to get the window manager to notice I want to open another terminal window. :-(

This would be a good application to teach an IDL class on, that's for sure. Everyone could keep up.

I'm going to try moving it over to my desktop machine, which I just upgraded to 4 gigs of RAM, and see if it is a little zippier there.

Anybody running this on a Mac? Should I tell my wife this is really want under the tree this year?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: IDL 7.0 questions

Posted by [Doug Edmundson](#) on Wed, 05 Dec 2007 18:25:56 GMT

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David Fanning wrote:

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>

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> TV so infrequently that I have to get my son in here

> to set it up for me if I want to watch a movie, so

> this kind of thing is not my forte. :-(

>

> Cheers,

>

> David

Hi David,

I think there are a few visual differences between Mac, Linux, Windows and Solaris, but the basic operation should be identical. I'll give a broad overview for everyone's benefit.

The IDE Workbench window is broken down into views. Views include the "Project Explorer", "Console", "Command Line", "Outline", "Debug", etc.

Views can also be stacked on top of each other into groups.

Views are repositioned by dragging their tabs. You should see some kind of rectangle that "snaps" into various positions as you drag, indicating where the view would go if you were to release the mouse button. Note that you can fully detach a view to turn it into a floating window. Reattaching is done the same way... drag the view's tab until you get a thin, hollow rectangle that is where you want the view to go.

If you're not seeing the drag rectangle then we have a bug! ;-)

The main trickiness has to do with the editor view, which is somewhat special in two regards. First, it is fixed and cannot be repositioned.

This implies that all other views are positioned around it and relative to it. Second, the editor view contains tabbed editors which

are not views! Individual editors can be moved via their tabs, but can only be repositioned within the editor view. (This allows one to have side-by-side and split editors. Right-click on a editor tab and choose "New Editor" get a second copy of that editor.)

As mentioned above, views can be grouped. To group views, drag one tab on top of another. Within a group, reorder tabs by dragging them left or right. Groups can also be repositioned! Click and drag from the "grey area" to the right of all tabs in the group. You should get that familiar "drag rectangle".

Now to demystify perspectives... Perspectives are merely a set of views (and their layout). The IDL perspective contains those views useful for writing code and the Debug perspective adds the "Debug", "Variables" and "Breakpoints" views. You can add and remove views from a perspective as you like. (See the "Window" menu.) You can even create new perspectives. Hey, one can even have just an editor, console and command line! Combine that with the "vi" plug-in and prepare to rock'n'roll. ;-) I joke, but for some that may be all they want and need, especially if their desk space is limited.

It's tough to describe in words how all this works but hopefully those words have helped.

Cheers,
Doug

Subject: Re: IDL 7.0 questions
Posted by [Michael Galloy](#) on Wed, 05 Dec 2007 18:29:29 GMT
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On Dec 5, 10:42 am, David Fanning <n...@dfanning.com> wrote:

> I hate to pick at a scab, but I am *certain* there must
> be an algorithm behind grabbing GUI elements and moving
> them around. Does anyone have any idea what it is? Where
> do I grab, and where should I drop to make things happen
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> TV so infrequently that I have to get my son in here
> to set it up for me if I want to watch a movie, so
> this kind of thing is not my forte. :-(

I had the same issue with the old Windows DE. I could (eventually) get it to do what I wanted, but I couldn't really say specifically how to do it. I think the algorithm might involve RANDOMU. Move slowly and use the preview outlines is all I can recommend.

Mike

--

www.michaelgalloy.com
Tech-X Corporation
Software Developer II

Subject: Re: IDL 7.0 questions

Posted by [David Fanning](#) on Wed, 05 Dec 2007 18:31:46 GMT

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Doug Edmundson writes:

> Hey, one can even have just an editor, console and
> command line! Combine that with the "vi" plug-in and prepare to
> rock'n'roll. ;-)

Hey, as my kids say, I'm down with this! :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL 7.0 questions

Posted by [Vince Hradil](#) on Wed, 05 Dec 2007 19:07:35 GMT

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On Dec 5, 12:24 pm, David Fanning <n...@dfanning.com> wrote:

> Here is what I do notice now, though. If I open up the
> IDL 7 Workspace, this is now a (slow!) one application
> machine. Forget about checking the Spanish word of the day
> in my browser. It takes about 10 seconds just to get
> the window manager to notice I want to open another
> terminal window. :-(

>

> This would be a good application to teach an IDL
> class on, that's for sure. Everyone could keep up.

>

Well, after all this is a Java App so one should expect it to be

pretty slow... At least, that's my impression of Java.
