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Subject: Source code management with IDL Workbench

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Thu, 13 Dec 2007 17:51:00 GMT

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Hi all,

Just thought it would be useful to post a quick summary of how I'm using a source code management (SCM) system like Perforce, Subversion or CVS, from within the IDL Workbench. This is essentially the same info as Chris Padwick's earlier post.

1. Install your favorite SCM plugin feature. I'll use Perforce as an example.
2. Start with a clean IDL Workspace. Do *\*not\** create any projects.
3. Change perspectives to the Perforce perspective (or whatever yours is).
4. Set up your connection to your server. Make sure you can see the files and folders within your depot/repository/
5. Navigate to the folder that contains the IDL code that you want to work on. This folder can contain subfolders, doesn't matter. You need to decide on how best to split up your repository into IDL Projects.
6. Right click on the desired folder within the depot/repository view, choose Team->Import as Project. (menu item may be slightly different depending on your SCM)

At this point, the IDL Workbench will import that folder into your Workspace as a new Project. Because it contains IDL code, it will automatically recognize it as an IDL Project. Note that the files are *\*not\** copied. They still live over in your "sandbox", wherever that happens to be on your system. You don't care.

Some tips on how to use your SCM plugin. This assumes that the IDL Project has been imported using the above steps.

\* Open up the Preferences dialog, type the word "decoration" into the filter box. This should show all pages that have to do with marking or decorating the files within the Project Explorer. Go under the first page, which should be General->Appearance->Label Decorations. Be sure to enable decorations for your SCM plugin. Then go under the other decoration pages and change the settings to what you want.

\* When you begin editing a file within an IDL Project, it should automatically check it out and mark it as writeable. If you've set up your decorations correctly, the Project Explorer should now have some sort of little decorator indicating that the file is checked out. You should also be able to see if other people have the same file checked out.



\* To add a new file, either create the file within the desired folder within your Project, or copy an existing file into the folder. Then right click on the file, choose Team->Open for Add (or whatever your menu item is). This will mark the file for "add", but won't check it in.

\* To sync your project (if multiple people are working on the same repository), just do Team->Sync to Head. You may need to also do a Team->Refresh if you have synced manually outside of the IDL Workbench.

Hope this helps.

-Chris

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