
Subject: Project newbie asks...well what about ENVI projects?

Posted by [jeffnettles4870](#) on Fri, 25 Jul 2008 14:27:08 GMT

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Hi folks,

Just got ENVI 4.5 with IDL 7.....so i'm getting used to the workbench now (yikes! - but so far so good). I'm doing this as a complete newbie to the concept of IDL projects. I knew pre-Workbench IDL versions had projects, but never really had a need for them so i ignored the whole thing.

Now, however, i find myself writing a bunch of code that i want to distribute to several people, and the idea of setting up a project immediately starts to seem attractive. Here's the thing though....the code i'm writing is for ENVI. Basically i've got a bunch of .pro files that adds a new menu item to ENVI's main menu and then handles all the commands on that new menu item. So I think the relevant difference here between what i want to do and a normal (?) IDL project is that I don't want all of my .pro files to end up compiled into one big save file that you launch with a single command. I want to have one save file created for each .pro file. Is that possible? Is it possible to have the directory that the compiled code ends up in be different than the directory where the .pro files are (but maintain the directory structure)?

I also have a resources folder that contains text files, images, spectral libraries, etc.....stuff that isn't code but still needs to end up in the "output" directory where all the compiled code ends up.

In the alternative, should i be thinking about how i could write my own "build" program, that searches for .pro files, calls SAVE for them, etc. and then handles the resource directory?

Any suggestions would be great.

Thanks,
Jeff

Subject: Re: Project newbie asks...well what about ENVI projects?

Posted by [Robert Moss, PhD](#) on Sat, 26 Jul 2008 02:28:50 GMT

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On Jul 25, 10:27 am, "Jeff N." <jeffnettles4...@gmail.com> wrote:

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>
> Thanks,
> Jeff

I'm not sure why you would not want to compile all of your routines into a single save file. You do not have to "launch everything" with a single command; just create a file that is the event_handler for the menu items you create, and the various programs will be launched when the appropriate button is pressed. The library I distribute has nearly 400 functions and procedures. If I made a separate save file for each of them it would be a nightmare.

As far as your non-program files, no problem. Just add them to your project as you can any type of file, and export them with the save file that you create when you build the project. The bottom line is that while you could do so, there is no real need to write a custom build routine to handle what you have described.

Robert Moss, Ph.D.
