
Subject: Re: IDL Workbench - Multiple files opened after compiling
Posted by [David Fanning](#) on Mon, 29 Sep 2008 20:49:55 GMT
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Leonardo R. Sbaraini writes:

> Hi, someone knows how to configure the new IDLDE to not show all files
> related to a compilation after it ?
> My computer get frozen waiting for the 181 files to be shown...

What, exactly, did you try to do? If you "build" a project, all the files get compiled, and none are opened in the editor.

Cheers,

David

--

David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL Workbench - Multiple files opened after compiling
Posted by [Leonardo R. Sbaraini](#) on Tue, 30 Sep 2008 11:35:31 GMT
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Hi David, we must thank you for all 2130 messages that you answered in a speed way....)

Well, I testing the new IDL 7.0 environment and I got trouble when building my entire workspace because this workspace is related to an old CVS and have a lot of files to NOT to be compiled. Is not a good idea to select individual files to build because is a list of 100+ files and it change for each project inside workspace (And I have to report a bug, it not works here, it didnt compiled my choosen files). So, I made a run batch file like it:

```
; Files needed to compilation
.compile "/home/workspace/.../myfile1.pro"
.compile "/home/workspace/.../myfile2.pro"
```

```
; Running
myfile1
```

I call from console (@run) to compile all files needed, and idl opens an window for each file compiled...I couldnt found an option in

preferences to disable it.

If I can't use the new IDE, I will have to back to MS windows :(to the idl 6.2.

Thanks in advance...

Subject: Re: IDL Workbench - Multiple files opened after compiling
Posted by [David Fanning](#) on Tue, 30 Sep 2008 13:30:21 GMT
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Leonardo R. Sbaraini writes:

> Hi David, we must thank you for all 2130 messages that you answered in
> a speed way...:)

Last month, you mean. ;-)

> Well, I testing the new IDL 7.0 environment and I got trouble when
> building my entire workspace because this workspace is related to an
> old CVS and have a lot of files to NOT to be compiled. Is not a good
> idea to select individual files to build because is a list of 100+
> files and it change for each project inside workspace (And I have to
> report a bug, it not works here, it didnt compiled my choosen files).
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> myfile1
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> I call from console (@run) to compile all files needed, and idl opens
> an window for each file compiled...I couldnt found an option in
> preferences to disable it.
>
> If I can't use the new IDE, I will have to back to MS windows :(to
> the idl 6.2.

Well, I'm not as appalled by this suggestion as I used to be. :-)

But, maybe there is still a way around this. First, in the Workbench, it is very easy to right click a file and choose to exclude this from compilation during the build.

The other way you could compile a program, but not make it pop up in the editor is to compile it with RESOLVE_ROUTINE.

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 Workbench - Multiple files opened after compiling
Posted by [Leonardo R. Sbaraini](#) on Wed, 01 Oct 2008 11:27:00 GMT

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Hi David,

I updated the workbench and a new option for build specific files appeared in the menu. But, too hard to select all files needed. I can't delete a file, because I'm using CVS team. We are trying to migrate to linux here using this new IDE, the old workspace was not a IDL project, was a Eclipse project to use under windows. I didn't liked the idea to compile all workframe to run a simple program to test, because sometimes I need to reset envi section. Well after changing a lot of options without care my workbench didn't want anymore to compile what I want and I gave up, I copied from a team mate the installation and now I'm back to start, compiling all project files.

My poor practic solution is use the old batch file to compile what I want, each our project have a file like that.

Still testing, thanks for your time.
