Subject: Re: Interactive Debugging Tools

Posted by penteado on Thu, 02 Jul 2009 20:25:07 GMT

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Very nice! No more adding pointers to be passed around through all the levels, or using save to keep a copy of everything in scope.

Thanks.

Subject: Re: Interactive Debugging Tools Posted by vino on Fri, 03 Jul 2009 13:57:13 GMT

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On Jul 2, 9:25 pm, pp <pp.pente...@gmail.com> wrote:

- > Very nice! No more adding pointers to be passed around through all the
- > levels, or using save to keep a copy of everything in scope.

>

> Thanks.

Wow!! Thank you for this wonderful tool...I remember all the times that i save the variable to have a look at it later....

Subject: Re: Interactive Debugging Tools Posted by dosfun on Fri, 03 Jul 2009 23:45:01 GMT

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> Folks,

>

- > I've been debugging a program this week that uses a large
- > image cube. I peel one image after the other off the cube
- > because I can't load the whole cube into memory at once.

>

- > But that's neither here nor there. The point is,
- > there is a problem with some of the image data and
- > I've been trying to track it down. I have some very
- > nice tools for interactively looking at images and
- > their values at specific locations (I am thinking
- > in particular of ImgWin.) The problem is, I can't use
- > ImgWin to look at my image data when I am stopped
- > inside my program, because as a widget program, ImgWin
- > needs access to the command interpreter at the main
- > IDL level. A dilemma, as they say.

>

> If I could only get my image data back to the IDL

```
> main IDL command level where I could look at it.
> Well, now I can. I wrote a new Coyote Library program
> this morning, named SaveToMain. I can use it to export
> any IDL variable from within any IDL procedure or function
> back to the main IDL level:
    IDL> SaveToMain, thisImage
>
>
> If I call the program as above, the variable is
> exported to the main level with the same name as it
> has in the local procedure or function. If I wish
> to give it a new name, I just do this:
>
    IDL> SaveToMain, thisImage, 'problemImage'
>
>
> This allows me to be in my stopped code somewhere. Find a
> variable I want to look at, export it back to the main level
> of IDL, type RETALL to return to the main IDL level, and
> use my interactive widget tools to further investigate the
> variable. I just find this extremely useful. Maybe you
> will. too.
>
    http://www.dfanning.com/programs/savetomain.pro
>
>
> Cheers,
>
> David
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```

Very useful tool, make debugging easier and more interesting.