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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.

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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....

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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](http://www.dfanning.com))  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Very useful tool, make debugging easier and more interesting.

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