Subject: Listing called functions in .pro file Posted by David Foster on Fri, 08 Nov 1996 08:00:00 GMT

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Does someone have or know of a routine that can read an IDL .pro file and output a list of called external functions, possibly with their associated filenames?

I often share programs with people, but I always forget to include necessary routines!

If I can't find one, I'll probably write one. Would anyone be interested?

--

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Subject: Re: Listing called functions in .pro file Posted by davidf on Tue, 12 Nov 1996 08:00:00 GMT View Forum Message <> Reply to Message

MICHEL KRUGLANSKI < M.Kruglanski@oma.be> writes:

- > The RESOLVE_ALL code does not resolve every thing.
- > For instance, it does not work correctly when you make
- > use of MAP_GRID. The MAP_GRID procedure does not exist;
- > it is "created" by MAP_SET (see below)

>

- > IDL> map_grid
- > % Attempt to call undefined procedure/function: 'MAP_GRID'.
- > % Execution halted at: \$MAIN\$
- > IDL> map_set
- > IDL> map grid

Well "created" is not really the right word, I don't think. MAP_GRID is a program module in the MAP_SET code. This suggests to me that MAP_GRID was originally a utility routine for MAP_SET that became a little more useful than the author of the MAP_SET program originally intended.

When utility routines become more generally useful like this they are usually taken out of the original program and put into a file of their own. In this case, the MAP_GRID code should be taken out of map_set.pro and put into a file named map_grid.pro. Then it could still be used by MAP_SET *and* it could be used by any other program that wanted to use it. (Including typing its name at the IDL command line.)

More important for this discussion, it could then be *found* by programs like RESOLVE_ALL using the normal rules for automatic compilation that IDL uses.

Since the MAP_SET code is available to you in the IDL library, you can do what the original author should have done, and take the MAP_GRID portion out.

David

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*

* Sometimes I go about pitying myself, and all along my

* soul is being blown by great winds across the sky.

* -- Ojibway saying

Subject: Re: Listing called functions in .pro file Posted by MICHEL KRUGLANSKI on Tue, 12 Nov 1996 08:00:00 GMT View Forum Message <> Reply to Message

The RESOLVE_ALL code does not resolve every thing. For instance, it does not work correctly when you make use of MAP_GRID. The MAP_GRID procedure does not exist; it is "created" by MAP_SET (see below)

Michel K.

IDL> map_grid

% Attempt to call undefined procedure/function: 'MAP_GRID'.

% Execution halted at: \$MAIN\$

IDL> map_set IDL> map_grid

Subject: Re: Listing called functions in .pro file Posted by Robert Moss on Wed, 13 Nov 1996 08:00:00 GMT

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MICHEL KRUGLANSKI wrote:

- > The RESOLVE ALL code does not resolve every thing.
- > For instance, it does not work correctly when you make
- > use of MAP_GRID. The MAP_GRID procedure does not exist;
- > it is "created" by MAP_SET (see below)

> Michel K.

>

- > IDL> map grid
- > % Attempt to call undefined procedure/function: 'MAP GRID'.
- > % Execution halted at: \$MAIN\$
- > IDL> map_set
- > IDL> map_grid

What's happening here is that the MAP_GRID procedure is contained in the same file as the MAP_SET procedure. It cannot be compiled at the command line automatically (as you showed above) because there is no .pro or .sav file by that name anywhere in your !PATH.

The moral of this story is that when you are using RESOLVE_ALL you have to think about the order in which things are called in your program... it matters. Of course, if your program compiles from the command line, _most_ of it will be resolved by RESOLVE_ALL... after all, if you havent compiled MAP SET, you cant run MAP GRID, regardless of where your trying to do it.

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Subject: Re: Listing called functions in .pro file Posted by Peter Mason on Mon, 18 Nov 1996 08:00:00 GMT View Forum Message <> Reply to Message

On Tue, 12 Nov 1996, David Fanning wrote:

> MICHEL KRUGLANSKI < M.Kruglanski@oma.be> writes:

(...RESOLVE ALL doesn't resolve procedures/functions which are in source files containing more than 1 routine and which don't have the same name as the source file.)

I've hacked RESOLVE ALL so that it will work for some of these cases.

It will be slower than the original, but more persistent.

Anyone interested may pick up a copy from our anon FTP site:

Server: demsyd.syd.dem.csiro.au (130.155.34.2)

Subdir: pub/mmtg/idl

File: resolve_evenmore.pro

Briefly, RESOLVE_EVENMORE does not crash when it tries to compile a routine which calls another routine which can't be found - it puts the failed-to-compile routine's name on a "bad list" and carries on. It retries any failed routines in later passes.

This sort of problem is commonly due to a reference to some utility/support routine in a file containing routines specific to some module, or in a "library file" of routines. (I quite favour this style of organising routines (along with using "forward_function"), which is why I modified RESOLVE_ALL. Purists kindly avert your gazes.) Usually a module's "main" procedure or a library's "stub" procedure (at the end of the file, and with the same name as the file) is referred to sooner or later, at which point the whole file gets compiled. The routines which

failed to compile earlier now stand a better chance of being compiled.

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"It never hurts to help. Well, not normally." - Eek the cat.