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Subject: Re: executing a .sav file by double clicking it.  
Posted by [werner + celeste](#) on Sun, 16 Aug 1998 07:00:00 GMT  
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Thanks to all who responded! I solved my problem using the suggestion of David Fanning.

-Thanks again

David Fanning wrote:

```
> Werner Hort (hortwh@matthey.com) writes:
>
>> how do I create (on a windows platform) a .sav-file that I can
> execute
>> by simply
>> double clicking it. E.g. I'd like to avoid starting up idlde. There
> are
>> a few files like
>> that in the demo-directory, but I can't figure out how to do it. I
> have
>> tried the
>> following:
>>
>> .compile widget
>> resolve_all
>> save,/routines,filename= 'wid.sav'
>>
>> This creates the desired file, however, after double clicking on it
>> idlrt starts up and
>> then exits again. What do I have to do to get my widget to start up?
>
> You need the program that runs the "widget" program above.
> Something like this:
>
> PRO JUNK
>   widget
> END
>
> I put this program at the end of my "widget" program (called
> PROCESS in my example), then typed exactly these commands:
>
> .Compile PROCESS
> Resolve_All
> Save, /All, Filename='junk.sav'
>
> Viola! Click on the file JUNK.SAVE and it works like
> a charm! :-)
```

>  
> Cheers,  
>  
> David  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting  
> E-Mail: davidf@dfanning.com  
> Phone: 970-221-0438, Toll Free Book Orders: 1-888-461-0155  
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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## File Attachments

1) [vcard.vcf](#), downloaded 93 times

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