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

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David Fanning wrote:
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> 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
>> 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
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- > Coyote's Guide to IDL Programming: http://www.dfanning.com/

File Attachments
1) vcard.vcf, downloaded 99 times