Subject: Re: executing a .sav file by double clicking it.
Posted by seanr on Tue, 11 Aug 1998 07:00:00 GMT

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In article <35D073B6.531C36F4@matthey.com>,
 hortwh@matthey.com wrote:
> Hi everyone,
>
> 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?
>

I had similar problems. What I found ot be the problem was my program did not
have everything resolved, and would do a source comfile when run on the
missing routine. The way to check this is start idlde clean, restore your
wid.sav, and run it. If you get a %compile message in the output screen, that
is your problem, and you will need to add a .compile for each one that may
come up. The reason behind this is the idlrt cannot comple .pro files.

Good luck, and let me know if this worked :)

Sean Rumelhart

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