
Subject: Re: Creating a Run-Time IDL Application
Posted by [davidf](#) on Wed, 18 Nov 1998 08:00:00 GMT
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Eric Frans (epfrans@west.raytheon.com) writes:

- > My goal is to get an IDL widget application to launch by simply double
- > clicking on an icon and have no evidence of the IDL Development
- > Environment in the background.
- >
- > I have successfully used this process on one widget application and I
- > was extremely pleased. However, I tried the same methodology on some
- > other widget applications and when I double click on the .sav icon, all
- > I see is the "Runtime App" icon appear on my windows (95) toolbar for a
- > few seconds and then disappear without ever launching the widget
- > application. Has anyone else experienced this?
- >
- > I suspect the reason for this anomaly is due to slight differences in
- > the way the widget applications were coded. Admittedly, I am new to the
- > world of widgets, so I may have left off a keyword or something so the
- > auto launch method isn't working. However, the widget applications I am
- > having problems with launching from a .sav icon work perfectly when run
- > in the IDL Development Environment manually...

I've just been fooling around a bit, trying to get a program to fail in the way yours does. I can't seem to do it. :-)

My *guess* is that not all the procedures and functions required by the function have been compiled and saved with the save file. (You are sure you used `Resolve_All` and that you hand-compiled things like objects and maybe structure definition files?) My other guess is that maybe you have hardcoded paths into the program and these paths are not valid from where the program is being run.

I don't know. I need more clues. :-)

Cheers,

David

[Note: This follow-up was e-mailed to the cited author.]
