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Subject: Re: Call Tree Generator

Posted by [edward.s.meinel](mailto:edward.s.meinel) on Thu, 12 Aug 1999 07:00:00 GMT

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Mirko Vukovic <[mvukovic@taz.telusa.com](mailto:mvukovic@taz.telusa.com)> wrote:

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> In article <MPG.121bc33671cb20f1989887@news.frii.com>,  
> davidf@dfanning.com (David Fanning) wrote:  
>> Calvin King (cking@sandia.gov) writes:  
>>  
>>> Is there a program that looks at an IDL procedure/function and  
> generates  
>>> the call tree?  
>> Start a fresh IDL session. Compile your top-level program.  
>> Now type Resolve_All.  
> Does it catch really everything?
```

No. For example, it will not catch event handlers that are not in the same text file as the procedure that uses it.

Consider DF's box event handler. One option is to rewrite it specifically for each widget that needs a box-drawing event and include it in each procedure file. In this case, RESOLVE\_ALL will compile it. Another option is to write a general box event handler. This will allow you to use it in multiple widgets, but RESOLVE\_ALL will miss it because it apparently doesn't resolve event handler assignments within calls to WIDGET\_CONTROL. Does 5.3 fix that?

Ed Meinel

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