
Subject: Re: Call Tree Generator

Posted by [Mirko Vukovic](#) on Thu, 12 Aug 1999 07:00:00 GMT

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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? I inherited a large number of IDL programs for a
project.
>> I am going through the programs one at a time starting at the
>> top-on-down to make sure I have all of the necessary programs before
>> compilation and use. Just to make sure I am explaining myself
clearly,
>> the top level program A calls programs B and C; B calls D, E, and F;
and
>> C calls G, H, I, and J, and so on... Is there an automated way to
make
>> sure I have all of the programs: A, B, C, D, E, F, G, H, I and so
on?
>>
>> Thanks, in advance, for any pointers!
>
> Start a fresh IDL session. Compile your top-level program.
> Now type `Resolve_All`. If you get error messages, you don't
> have all the programs. :-)
>
> You will know which ones you need: the ones `Resolve_All`
> can't find.
>
> Cheers,
>
> David
>
> --
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155
>
Does it catch really everything?

Also, how about resolving all of an object's calls? I did not quite
understand the documentation.

thanx,

mirko

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