
Subject: running IDL without the DE
Posted by [Eric Inazaki](#) on Fri, 16 May 2003 19:15:24 GMT
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I wanted to build a "hello world" script that I could launch w/o having to explicitly startup IDLDE (either double-clicking in Win2K's explorer or through CommandPrompt). It didn't work and I'd like to find out what I should be doing. The script itself looks like:

```
pro hello_world  
print, 'Hello World'  
end
```

I then followed the steps listed in the "Saving Compiled IDL Programs" section of the "Building IDL Applications" manual (this is for version 5.6). In particular, from the Run menu, I selected Compile All then Resolve Dependencies. Then I typed: "save, /routines, filename='hello_world.sav'".

When I double-clicked on hello_world.sav it appeared that some program ran briefly but there was no output. The same thing happened when I tried to launch the program from the CommandPrompt.

More generally, I'm trying to build "standalone" IDL apps which use stdin/stdout (a terminal window) as the user interface. (The machines on which these apps run will have either the IDL runtime or a full-up copy of IDL). Are there any examples of this sort of thing on the web or in third party books or even in the IDL supplied docs? (The IDL docs seem to IDLDE centric and there don't seem to be a lot of examples. Not a lot of good ones, anyway).

TIA,
eric
