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Subject: Re: Compiling programmes within programmes.  
Posted by [Karthikayan Balakrish\[2\]](#) on Wed, 08 Oct 2003 21:42:03 GMT  
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Once again, I got just the write answer from you David.  
Changing the file names and the routine names solved it.  
Thank you very much.

David Fanning wrote:

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> Karthikayan Balakrishnan writes:
>
>> I looked at the previous posts where people had similar
>> problems like I do now: how do you compile a programme within
>> another.
>
> You don't. Or rather, this is NOT something you need
> to ever worry about in IDL *if* you name your programs
> properly:
>
> http://www.dfanning.com/tips/namefiles.html
>
>> Then tried David's method (from an earlier post)
>> PRO make_roi_make
>>   Resolve_Routine, 'backproject.pro'
>>   Resolve_Routine, 'display_resize.pro'
>>   Resolve_Routine, 'FileMenu.pro'
>>   Resolve_Routine, 'forward_project.pro'
>>   Resolve_Routine, 'interactivedraw.pro'
>>   Resolve_Routine, 'make_roi.pro'
>>   Resolve_Routine, 'plot_tac.pro'
>>   Resolve_Routine, 'project1.pro'
>>   Resolve_Routine, 'ReconKernel.pro'
>>   Resolve_Routine, 'refresh.pro'
>>   Resolve_Routine, 'ROI_Cleanup.pro'
>>   Resolve_Routine, 'SaveTAC.pro'
>>   Resolve_Routine, 'Set_Frame.pro'
>>   Resolve_Routine, 'Set_Slice.pro'
>>   Resolve_All
>>   Save, /Routines, File='roi.sav'
>> END
>
> Uh, must have been somebody else. I'm pretty sure I've
> *never* advocated this! :-)
```

```
> Cheers,
>
> David
```

>  
> P.S. Let's just say that I discovered more proof this  
> week (as if any were needed) that lousy naming conventions,  
> combined with code from the GUI Builder, can just about  
> make IDL code impenetrable. How people expect this stuff  
> to work is really beyond me. :-(  
>

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