
Subject: Re: How to compile executable .sav file from a project

Posted by [Rick Towler](#) on Mon, 06 Oct 2003 22:20:38 GMT

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"TIAN Yunfeng" wrote...

> L. Jiang) wrote...

>>

>> I have a problem to get executable .sav file from a project with GUI.

>> When I run my .sav file, it only shows my GUI interface. It cannot

>> work in other event application.

>

> I am a little confused with your questions. I supposed that when you

> ran the .sav file you can get the GUI, but got no event handling.

I have seen a similar problem where an application calls a function which creates a dialog which blocks until the dialog is closed (aka a modal dialog).

When I *didn't* set the MODAL keyword in the call to WIDGET_BASE when creating this dialog the dialog wouldn't be realized when the proper event was generated. I saw this behavior only when the application was compiled as a .sav file. Running it from within IDLDE the application ran as expected. Setting the MODAL keyword fixed the problem.

Try creating a very simple widget program which will illustrate your problem.

-Rick
