
Subject: Re: Resolve iTools for Virtual Machine
Posted by [David Fanning](#) on Fri, 12 Dec 2003 20:53:12 GMT
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Thomas Brueckner writes:

> I wonder, David, if there is another undocumented tool like this for
> resolving graphics objects? I am having a hard time getting a nice
> simple object graphics program to run on the virtual machine, and I
> wonder if some of it is the resolve_all procedure not catching the
> object classes.
>
> For instance, if I do
>
> IDL> RESOLVE_ALL,CLASS='IDLgrView'
>
> it seems not to compile any more items than a straight RESOLVE_ALL would
> do if the class keyword is not set.

I've never had trouble getting a simple object graphics program to be a save file. (Well, at least not if I remember to compile the TRACKBALL object.) That CLASS keyword would really only be used for user-written classes, not built-in IDL classes, so I'm not surprised using the keyword as you are above made no difference.

I just made a save file out of my FSC_SURFACE program by doing this:

```
IDL> .compile fsc_surface
IDL> resolve_all, class='trackball'
IDL> save, filename='fsc_surface.sav', /Routines
```

There must be something else wrong with your program. :-)

Cheers,

David

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