
Subject: Re: Resolve iTools for Virtual Machine

Posted by [Thomas Brueckner](#) on Fri, 12 Dec 2003 20:40:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

-Thomas

David Fanning wrote:

```
>  
>  
> I guess the good folks at RSI have already thought of this!  
>  
> I found this Tech Tip on their web page this afternoon:  
>  
> http://www.rsinc.com/services/techtip.asp?ttid=3577  
>  
> To create a SAVE file you need to call an undocumented routine  
> named IDLITRESOLVEITools. Basically, this routine does what  
> I was trying to do, although it finds all the right files. :-)
```
