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Subject: Re: Executing with classes dependencies  
Posted by [David Fanning](#) on Fri, 20 May 2005 12:34:58 GMT  
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Antonio Santiago writes:

> A work friend just told one possible solution. Simply creates a  
> "idlcanvas.g" file with the .compile of all needed classes. Then when  
> user wants to execute a program use IDLCanvas only needs to execute;  
>  
> @idlcanvas.g  
> exec\_file

Yes, this is the Standard Method for people who  
don't name their programs correctly. :-)

<http://www.dfanning.com/tips/namefiles.html>

Cheers,

David

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