
Subject: Re: Executing with classes dependencies

Posted by [Antonio Santiago](#) on Fri, 20 May 2005 10:25:15 GMT

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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
```
