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Subject: Re: IDL Application Development  
Posted by [Rick Towler](#) on Thu, 08 Dec 2005 18:20:34 GMT  
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David Fanning wrote:

> Peter Albert writes:

>

>

>> Just a remark, if your routines call objects, make sure to compile the  
>> object routines beforehand, as as far as I know they are not resolved  
>> by `resolve_all`.

>

>

> IF your object methods are all in the same file, and  
> IF you have named your file correctly, and IF you  
> put the routines in the proper order in the file  
> (and who wouldn't, what with all the harping I do about it?),  
> THEN you can use the CLASS keyword to `RESOLVE_ALL`  
> to list your object classes and they will be  
> resolved along with everything else.

The CLASS keyword... They sneak things in when you're not looking.  
Will that pick up functions and procedures called within class methods?

FWIW, here is an example of a "makfile" that I use to build .sav files  
that I wrote before 6.0 (when the CLASS keyword was introduced). It  
works for me, if maybe a little wordy compared to one using the CLASS  
keyword.

-Rick

```
; make_net3d.pro  
; "makefile" for net3d.sav
```

```
; compile main program and resolve standard dependencies  
resolve_routine, 'net3d', /compile_full_file  
resolve_all
```

```
; objects and procedures called from within objects  
; must be explicitly compiled  
resolve_routine, 'cv_coord', /compile_full_file, /is_function  
resolve_routine, 'reverse', /compile_full_file, /is_function  
resolve_routine, 'linkedList__define', /compile_full_file  
resolve_routine, 'RHTgrAABB__define', /compile_full_file  
resolve_routine, 'RHTgrQuaternion__define', /compile_full_file  
resolve_routine, 'RHTgrGrid__define', /compile_full_file  
resolve_routine, 'RHTgrCamera__define', /compile_full_file
```

```
resolve_routine, 'RHTgrDXFModel__define', /compile_full_file
```

```
; save the run-time "executable"
```

```
save, /routines, /compress, filename='net3d.sav'
```

```
end
```

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