
Subject: Re: Where is my function called
Posted by [David Fanning](#) on Mon, 25 Aug 2008 17:05:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bennett writes:

- > No idea if these may work for you but the `scope_traceback()` function
- > seems to have some capability....whether or not it completely fits
- > your needs I don't know.

Now that I think about it, this problem probably does result in the build order of the project. I've given up on building projects a long time ago, which is why the problem didn't ring a bell with me at first.

Rather, I start a fresh IDL session. Run my program. Then do a `RESOLVE_ALL`. I *do* have to provide a list of all the objects my project is going to need using this method, because `RESOLVE_ALL` usually doesn't do any such thing. But, the advantage of the method is that with well-named programs, I don't have to constantly fight build order problems, which are **ESPECIALLY** pernicious when you are trying to get someone else to compile your damn programs. A customer, for example.

I usually provide a "make" program to "build" the project for my customer. It's pretty simple, as I say. The only tricky part is including all the objects the program needs in the `CLASS` keyword to `RESOLVE_ALL`:

```
;; MakeProjectScript
.RESET_FULL_SESSION
myprojectProgram
RESOLVE_ALL, CLASS=['FSC_PSCONFIG', 'PROGRESSBAR']
Save, /ALL, FILE='myprojectprogram.sav'
END
```

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
