
Subject: Re: IDL Virtual Machine--Forget It
Posted by [liamgumley](#) on Thu, 30 Oct 2008 16:05:02 GMT
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On Oct 30, 1:38 am, "M. Katz" <MKatz...@yahoo.com> wrote:

> I'd like to add a clear statement here regarding the distribution of
> runtime programs. I have now installed my VM application on several
> different Windows and Mac machines that are not licensed for IDL and
> do not have IDL installed. In NO CASES was it necessary to download
> the 260 MB IDL installation from ITT. It is simply not required.
>
> As David correctly mentions, the make_rt output is about 50ish MB and
> includes so much more than is actually necessary, that I agree that
> you can probably go into the subfolders and probably remove hundreds
> of unused routines and files, if you're picky. (Note that The distro
> can be much larger if you use the 64bit keyword because it seems to
> create 2 distributions at once.)
>
> Furthermore, once you have installed your program on someone's
> machine, if you create an update, you can simply replace the (usually
> small) .sav file (maybe less than 2-3 MB). I think the .sav is also
> platform independent (saving you future effort), while the rest of the
> distribution, which remains the same every time, may be very platform
> specific.

I have not tried MAKE_RT before; it sounds useful. The documentation for MAKE_RT in IDL 6.4.1 does state the following:

"The make_rt script is a UNIX command-line tool for creating an IDL distribution."

and

"The make_rt script copies IDL binaries only for the platform on which the make_rt script is executed. If you wish to create a distribution that supports multiple UNIX platforms, you must run the make_rt script on each platform you wish to support."

Given this information, how did you use MAKE_RT to create an application for Windows?

Cheers,
Liam.
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