
Subject: Re: More problems with Build Project, IDLDE vs IDLRT question
Posted by j.coenia@gmail.com on Wed, 23 Dec 2009 16:40:41 GMT
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```
> print, routine_filepath('myfunction',/is_func)
```

Thanks, it prints nothing, which means the routine is not in the list of currently compiled routines, so now I am even more confused. How can it come up with a keyword-not-allowed error from IDLRT for a routine that is (apparently) not even compiled? Shouldn't it just have an undefined-routine error in that case? (I also tried with the /either switch and got the same non-result.)

There's really no way to just run a program in IDLDE to sort of simulate IDLRT, without the development environment window actually popping up? I just don't think I'm going to be able to build a working, stable binary like this.

(It only works if I go through every GUI step while running the app in IDLDE, then build, but that's impossible, since I can't anticipate and perform every single user action before each build...)
