Subject: Re: build project to executable .sav binary eclipse
Posted by David Fanning on Tue, 22 Dec 2009 22:53:51 GMT
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Robbie wites:

> I just thought I might mention that you can also trick resolve_all
> into resolving classes by calling the structure definition statement.
>
> For example if you wrote:
>
> idlgrlegend__define
> obj = obj_new('idlgrlegend__define')
>
> Then resolve_all would resolve the class at compile time.

Well, at least it would if all the object methods
were in that __define file and the modules were
named properly. :-)

It would probably be more reliable to do this:

    IDL> .Compile idlgrledgend__define
    IDL> Resolve_All

This is, essentially, what you have to do to build a project
with a lot of user-defined objects in it. That is to say,
you write an IDL script with a whole lot of .compile statements
in it before you get to the RESOLVE_ALL statement.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")