
Subject: Re: build project to executable .sav binary eclipse

Posted by [Robbie](#) on Tue, 22 Dec 2009 22:27:41 GMT

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Hi,

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:

```
idlglegend__define  
obj = obj_new('idlglegend__define')
```

Then `resolve_all` would resolve the class at compile time.

Robbie
