Subject: Re: build project to executable .sav binary eclipse
Posted by David Fanning on Mon, 21 Dec 2009 17:56:52 GMT
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j.coenia@gmail.com wites:

> It's very frustrating. I'm sure it's just something stupid. This is
> a huge program with many user-defined objects. It's taking me forever
> to step through the binary app waiting for it to throw an error dialog
> for every single un-found routine, then to add the un-found routine to
> my custom build routine, then re-build and re-test everything, which
> is ridiculous. All I want for Christmas is a solution to this!

Yes, I feel your pain. :-)

While Build Project can compile all the user-defined objects
in the project just fine, it can't seem to find any user-
defined objects that lie outside the project on some other
path. The solution, of course, is to put *all* the files
used by the project into one big project, thereby defeating
the whole idea of projects (or file systems, for that matter.)

If RESOLVE_ALMOST_ALL could really be turned into a
RESOLVE_ALL that found user-defined object code, more
of us might actually be encouraged to use objects in
our programs. But in the meantime, you are essentially
forced to use a compile script that you are going to
have to write yourself, which will chase down and
compile all those user-defined objects outside the project.

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.")