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Subject: Re: IDL 8.2.1 released

Posted by [David Fanning](#) on Thu, 04 Oct 2012 17:10:01 GMT

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Scott E writes:

- > Is it possible that you have it on your IDL path, but then
- > you also have all the code in an open project that is set
- > to automatically be added to the path (IDL project properties)?

No, I right-click on the coyote project and confirm that the button that puts it on the IDL path when the project is opened is deselected, as it should be.

- > If you turn on the duplicate routine warnings feature and look in
- > your Problems View, are there warnings? If so you can see what
- > the conflicts are and then see where the duplicates are coming from.

Yes, there are warnings. Most seem be coming from the days before the Coyote Library, when I embedded needed programs in the source code of other programs. I get a ton of warnings about FSC\_Normalize, for example, which is in every object graphics program I wrote prior to 2002. None of the warnings mentions anything about cgMap, cgCoord, or cgContainer.

Thanks for looking into this.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Seppure ma de ni thue. ("Perhaps thos speakest truth.")

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