Subject: Re: Resolve_all behaves differently on that command line that in the IDE console
Posted by timothyja123 on Wed, 29 Apr 2015 04:46:50 GMT
View Forum Message <> Reply to Message

On Wednesday, April 29, 2015 at 2:24:46 PM UTC+10, Jim P wrote:
> On Tuesday, April 28, 2015 at 9:19:26 PM UTC-6, timoth...@gmail.com wrote:
>> Wow I really messed up the heading.
>>
>> Should be: "Resolve_all behaves differently on the command line than in the IDE console."
>
> What's in !path when just before you run your script in both cases? What's your starting
directory? The following should help you debug the situation.
>
> IDL> print, !path
> IDL> print, pref_get('IDL_PATH')
> IDL> cd, current = c & print, c
>
> Jim P.

Thanks Jim :)

Seems the IDE adds your project paths and subpaths to !path, adding the sub directory to !path in
my build program fixed building from the command line.