
Subject: Problem (+solution) with make_rt
Posted by [Helder Marchetto](#) on Wed, 19 Jul 2017 13:22:04 GMT
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Hi,
I'm just posting about a problem I found using make_rt and the solution to it.

Problem: If you export a project using make_rt with the keywords /win32 and /win64, then when the user starts the project using the .exe file on a 64-bit windows machine, unfortunately, the 32-bit version is started.

Solution: After contacting Harris about this, I found that the only way around the problem is to modify the .ini file exported. Namely, typically the ini file contains something like this:

```
# This file defines the appearance and operation of the
# start_app_win.exe application, which can be used to launch
# runtime IDL applications.
# For a complete description of this file and the process
# of creating a runtime distribution, see the "Creating a
# Runtime Distribution" chapter of the "Application Programming"
# manual.
#
```

```
[DIALOG]
Show=True
BackColor=&H6B1F29
Caption=IDL Virtual Machine Application
Picture=.\splash.bmp
DefaultAction=.\IDL85\bin\bin.x86\idlrt.exe -vm=myApp.sav
```

```
[BUTTON1]
Show=True
Caption=myApp
Action=.\IDL85\bin\bin.x86\idlrt.exe -vm=myApp.sav
```

```
[BUTTON2]
Show=True
Caption=Exit
Action=Exit
```

```
[BUTTON3]
Show=False
Caption=
Action=
```

```
[BUTTON4]
Show=False
Caption=
```

Action=

I have written a wrapper for make_rt that edits this file and:

- 1) eventually changes the image "splash.bmp" to an image provided
- 2) generates two buttons to start the win32 and win64 virtual machines

The code can be found here:

https://github.com/heldermarchetto/IDL/blob/master/hm_make_r t

Please notice that this pro only does something for windows machines. If you have found the same problem on linux machines and are willing to share, please go ahead and join in the github code.

Cheers,
Helder
