
Subject: How to compile excutable .sav file from a project

Posted by [jianglan98](#) on Fri, 03 Oct 2003 21:53:09 GMT

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Dear All

I have a porblem to get excutable .sav file from a project with GUI.
When I run my .sav file, it only shows my GUI interface. It cannot
work in other event application.

Does it mean my other event application put in wrong place before
compiling? How to fix it?

I appreciate your help

L Jiang

Subject: Re: How to compile excutable .sav file from a project

Posted by [tianyf_cn](#) on Sat, 04 Oct 2003 01:05:14 GMT

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jianglan98@hotmail.com (L. Jiang) wrote in message
news:<2f15eb74.0310031353.1d9b6d4f@posting.google.com>...

> Dear All

>

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> work in other event application.

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>

> L Jiang

I am a little confused with your questions. I supposed that when you
ran the .sav file you can got the GUI, but got no event handling.

How do you get the .sav from your project? You should set the Project
Type to .sav in Project Options. Then build the project.

Tian.

Subject: Re: How to compile excutable .sav file from a project
Posted by [Rick Towler](#) on Mon, 06 Oct 2003 22:20:38 GMT
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"TIAN Yunfeng" wrote...

> L. Jiang) wrote...

>>

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> I am a little confused with your questions. I supposed that when you

> ran the .sav file you can got the GUI, but got no event handling.

I have seen a similar problem where an application calls a function which creates a dialog which blocks until the dialog is closed (aka a modal dialog).

When I *didn't* set the MODAL keyword in the call to WIDGET_BASE when creating this dialog the dialog wouldn't be realized when the proper event was generated. I saw this behavior only when the application was compiled as a .sav file. Running it from within IDLDE the application ran as expected. Setting the MODAL keyword fixed the problem.

Try creating a very simple widget program which will illustrate your problem.

-Rick
