Subject: Re: Compiling programmes within programmes.
Posted by David Fanning on Wed, 08 Oct 2003 21:22:12 GMT
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Karthikayan Balakrishnan writes:

>   I looked at the previous posts where people had similar
> problems like I do now: how do you compile a programme within
> another.

You don't. Or rather, this is NOT something you need
to ever worry about in IDL *if* you name your programs
properly:

  http://www.dfanning.com/tips/namefiles.html

> Then tried David's method (from an earlier post)
> PRO make_roi_make
>   Resolve_Routine, 'backproject.pro'
>   Resolve_Routine, 'display_resize.pro'
>   Resolve_Routine, 'FileMenu.pro'
>   Resolve_Routine, 'forward_project.pro'
>   Resolve_Routine, 'interactivedraw.pro'
>   Resolve_Routine, 'make_roi.pro'
>   Resolve_Routine, 'plot_tac.pro'
>   Resolve_Routine, 'project1.pro'
>   Resolve_Routine, 'ReconKernel.pro'
>   Resolve_Routine, 'refresh.pro'
>   Resolve_Routine, 'ROI_Cleanup.pro'
>   Resolve_Routine, 'SaveTAC.pro'
>   Resolve_Routine, 'Set_Frame.pro'
>   Resolve_Routine, 'Set_Slice.pro'
>   Resolve_All
>   Save, /Routines, File='roi.sav'
> END

Uh, must have been somebody else. I'm pretty sure I've
never advocated this! :-)

Cheers,

David

P.S. Let's just say that I discovered more proof this
week (as if any were needed) that lousy naming conventions,
combined with code from the GUI Builder, can just about
make IDL code impenetrable. How people expect this stuff
to work is really beyond me. :-(

--
David W. Fanning, Ph.D.
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Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Compiling programmes within programmes.
Posted by Karthikayan Balakrish[2] on Wed, 08 Oct 2003 21:37:43 GMT
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I may have misread your post, anyway here is your original message:

It looked something like this:

```
PRO COYOTE_MAKE
Resolve_Routine, 'coyote1'
Resolve_Routine, 'coyote2', /Is_Function
Resolve_Routine, 'coyote3'
...
...
Resolve_All
Save, /Routines, File='coyote.sav'
END
```

I just put all my program modules at the beginning to
make sure they are compiled (this part only took 4-5
iterations :-), the Resolve_All routine at the end
catches all the library routines I am using, and I
am set. Now, as I add modules to the application, I
just include the name in here and I can make a save
file whenever I need it by typing "coyote_make" at the
IDL command line. Pretty slick, I think.

Subject: Re: Compiling programmes within programmes.
Posted by Karthikayan Balakrish[2] on Wed, 08 Oct 2003 21:42:03 GMT
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Once again, I got just the write answer from you David.
Changing the file names and the routine names solved it.
Thank you very much.

David Fanning wrote:

> Karthikayan Balakrishnan writes:
>
>>   I looked at the previous posts where people had similar
>> problems like I do now: how do you compile a programme within
>> another.
>
> You don't. Or rather, this is NOT something you need
> to ever worry about in IDL *if* you name your programs
> properly:
>
>   http://www.dfanning.com/tips/namefiles.html
>
>> Then tried David's method (from an earlier post)
>> PRO make_roi_make
>>   Resolve_Routine, 'backproject.pro'
>>   Resolve_Routine, 'display_resize.pro'
>>   Resolve_Routine, 'FileMenu.pro'
>>   Resolve_Routine, 'forward_project.pro'
>>   Resolve_Routine, 'interactivedraw.pro'
>>   Resolve_Routine, 'make_roi.pro'
>>   Resolve_Routine, 'plot_tac.pro'
>>   Resolve_Routine, 'project1.pro'
>>   Resolve_Routine, 'ReconKernel.pro'
>>   Resolve_Routine, 'refresh.pro'
>>   Resolve_Routine, 'ROI_Cleanup.pro'
>>   Resolve_Routine, 'SaveTAC.pro'
>>   Resolve_Routine, 'Set_Frame.pro'
>>   Resolve_Routine, 'Set_Slice.pro'
>>   Resolve_All
>>   Save, /Routines, File='roi.sav'
>> END
>
> Uh, must have been somebody else. I'm pretty sure I've
> *never* advocated this! :-)
>
> Cheers,
>
> David
>
> P.S. Let's just say that I discovered more proof this
> week (as if any were needed) that lousy naming conventions,
> combined with code from the GUI Builder, can just about
> make IDL code impenetrable. How people expect this stuff
> to work is really beyond me. :-(
>

Subject: Re: Compiling programmes within programmes.
Posted by Karthikayan Balakrish[2] on Wed, 08 Oct 2003 21:51:55 GMT

Karthikayan Balakrishnan wrote:

> Once again, I got just the write answer from you David.

Sorry, I ment right.

Subject: Re: Compiling programmes within programmes.
Posted by David Fanning on Wed, 08 Oct 2003 22:24:22 GMT

Karthikayan Balakrishnan writes:

> I may have misread your post, anyway here is your original message:
> --
> It looked something like this:
>
>   PRO COYOTE_MAKE
>   Resolve_Routine, 'coyote1'
>   Resolve_Routine, 'coyote2', /Is_Function
>   Resolve_Routine, 'coyote3'
>   ...
>   ...
>   Resolve_All
>   Save, /Routines, File='coyote.sav'
>   END
>
> I just put all my program modules at the beginning to
> make sure they are compiled (this part only took 4-5
> iterations :-), the Resolve_All routine at the end
> catches all the library routines I am using, and I
> am set. Now, as I add modules to the application, I
> just include the name in here and I can make a save
> file whenever I need it by typing "coyote_make" at the
> IDL command line. Pretty slick, I think.

Did I say "slick"!? I meant "ugly". :-)

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.

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