
Subject: Re: building a .sav file using a project with objects
Posted by [David Fanning](#) on Tue, 26 Oct 2004 07:12:23 GMT
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Mira Raman writes:

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> I am having some trouble building a project that contains objects
> (both user defined and IDL defined). I tried to build the project
> without specifying each object and got a .sav file that was 1/6 the
> size of my normal .sav(this software has been built before, just not
> in a project), so I know something is missing. When I tried to run
> it, I got a trackball undefined error, so I went back and tried to add
> the following line, under project>options>build command
>> resolve_all, class=['trackball']
> and I get the following error
>
> IDL> resolve_all
> % Attempt to call undefined procedure/function: 'PEAK'.
> % Error occurred at: RESOLVE_ALL_BODY 287
> C:\RS\IDL61\lib\resolve_all.pro
> %          RESOLVE_ALL      346
> C:\RS\IDL61\lib\resolve_all.pro
> %          $MAIN$
> % Execution halted at: $MAIN$
>
> Is this a build order issue? If so, does anyone know where PEAK is
> defined? If not I could sure use a point in the right direction. If
> anyone has any suggestions they would be greatly appreciated.
```

I have many, many projects containing objects (well... ALL of them!). As far as I know, if you just add the objects to the project in the normal way, everything works as it is expected to work. Very occasionally I have to move a function forward on the Build list, so that it is compiled before a routine that uses it, but that is about the only tweaking I do to my project.

Cheers,

David

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