
Subject: psconfig problem

Posted by [emason](#) on Sun, 27 Feb 2005 15:12:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi

I've not used idl for about a year and a half, and have just been playing with some old routines to create some plots I need. I'm unexpectedly having problems with David Fanning's psconfig, which so far as I remember, used to work fine. The error message, which occurs at runtime, is:

```
% Compiled module: FSC_PSCONFIG__DEFINE.  
% Attempt to call undefined method: 'FSC_PSCONFIG::GUI'.  
% Error occurred at: PSCONFIG      285 C:\DOCUMENTS AND  
SETTINGS\EMASON\MY DOCUMENTS\IDL_programs\IDL_stuff\psconfig.pro
```

I'm using the same Windows machine (now XP, before 2000), and the same idl release 5.2, as before.

I'd be very grateful for any help.

Thanks,

Evan

Subject: Re: psconfig problem

Posted by [David Fanning](#) on Sun, 27 Feb 2005 15:23:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Evan Mason writes:

> I've not used idl for about a year and a half, and have just been
> playing with some old routines to create some plots I need. I'm
> unexpectedly having problems with David Fanning's psconfig, which so
> far as I remember, used to work fine. The error message, which occurs
> at runtime, is:
>
> % Compiled module: FSC_PSCONFIG__DEFINE.
> % Attempt to call undefined method: 'FSC_PSCONFIG::GUI'.
> % Error occurred at: PSCONFIG 285 C:\DOCUMENTS AND
> SETTINGS\EMASON\MY DOCUMENTS\IDL_programs\IDL_stuff\psconfig.pro
>
> I'm using the same Windows machine (now XP, before 2000), and the same
> idl release 5.2, as before.
>
> I'd be very grateful for any help.

I can't imagine what this would be. If FSC_PSCONFIG__DEFINE got compiled, it will have a GUI method. Is it possible this file has been corrupted somehow?

I'd try compiling it by hand to see just exactly what is in it:

```
IDL> .compile FSC_PSCONFIG__DEFINE
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
