
Subject: Re: build project to executable .sav binary eclipse
Posted by [David Fanning](#) on Mon, 21 Dec 2009 17:56:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

j.coenia@gmail.com writes:

> It's very frustrating. I'm sure it's just something stupid. This is
> a huge program with many user-defined objects. It's taking me forever
> to step through the binary app waiting for it to throw an error dialog
> for every single un-found routine, then to add the un-found routine to
> my custom build routine, then re-build and re-test everything, which
> is ridiculous. All I want for Christmas is a solution to this!

Yes, I feel your pain. :-)

While Build Project can compile all the user-defined objects in the project just fine, it can't seem to find any user-defined objects that lie outside the project on some other path. The solution, of course, is to put *all* the files used by the project into one big project, thereby defeating the whole idea of projects (or file systems, for that matter.)

If RESOLVE_ALMOST_ALL could really be turned into a RESOLVE_ALL that found user-defined object code, more of us might actually be encouraged to use objects in our programs. But in the meantime, you are essentially forced to use a compile script that you are going to have to write yourself, which will chase down and compile all those user-defined objects outside the project.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: build project to executable .sav binary eclipse
Posted by j.coenia@gmail.com on Mon, 21 Dec 2009 18:31:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks... Not really what I wanted or expected to hear. I expected to hear that I was doing it all wrong, and that RESOLVE_ALL really

could resolve all my problems if used properly. I can't believe they haven't addressed this somehow!

Happy Holidays,
JC

Subject: Re: build project to executable .sav binary eclipse
Posted by [David Fanning](#) on Mon, 21 Dec 2009 18:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

j.coenia@gmail.com writes:

> Thanks... Not really what I wanted or expected to hear. I expected
> to hear that I was doing it all wrong, and that RESOLVE_ALL really
> could resolve all my problems if used properly. I can't believe they
> haven't addressed this somehow!

Well, RESOLVE_ALL does have a CLASS keyword which allows you to list all the object classes you want to compile. It's just that it is WAY too easy to forget one or two (dozen, maybe!) in a large application. In other words, it doesn't really solve the problem, just blames the victim. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: build project to executable .sav binary eclipse
Posted by j.coenia@gmail.com on Mon, 21 Dec 2009 20:13:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now it says it can't find STRSPLIT... a built-in function! What gives?

Again, the exact same program works fine from the IDLDE command line, it's the binary .sav application that's getting these errors.

I'm really puzzled. How can IDLRT say that it can't find its own routine?

Subject: Re: build project to executable .sav binary eclipse
Posted by [David Fanning](#) on Mon, 21 Dec 2009 20:27:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

j.coenia@gmail.com writes:

> Now it says it can't find STRSPLIT... a built-in function! What
> gives?
>
> Again, the exact same program works fine from the IDLDE command line,
> it's the binary .sav application that's getting these errors.
>
> I'm really puzzled. How can IDLRT say that it can't find its own
> routine?

Well, STRSPLIT is not a built-in routine. But it is a library routine, written in the IDL language. You'd think it could be found by RESOLVE_ALL. But StrSplit is a common name, found in many libraries. When you run your program from the IDL command line, which version of StrSplit are you finding? You can type:

IDL> Help, /Source

to find out. Is it looking (and finding) some other routine with the same name?

IDLRT can't find things on its own, because it doesn't have (ever!) an IDL Path to look on.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: build project to executable .sav binary eclipse

Posted by [rogass](#) on Mon, 21 Dec 2009 20:31:12 GMT

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

I feel your pain too :(Same to me by trying to build a sav-file from a big project. The only solution was for me to put everything except in-built routines into one big file... They discuss on how to change object references in IDL 8, but how about bug fixing of the current version due to e.g. this problem? Python comes closer and closer :(

Regards

CR

Subject: Re: build project to executable .sav binary eclipse

Posted by [j.coenia@gmail.com](#) on Mon, 21 Dec 2009 21:09:22 GMT

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

IDL> Help, /Source

STRSPLIT C:\Program Files\ITT\IDL70\lib\strsplit.pro

I still don't really understand why RESOLVE_ALL can't find it when I build the project. Surely I don't have to include even the IDL library folder in my project folder? It seems like both you guys think I'll probably have to include *every single* user or and even non-user library, just to be sure. That just seems nuts.

Thanks for commiserating. JC

Subject: Re: build project to executable .sav binary eclipse

Posted by [David Fanning](#) on Mon, 21 Dec 2009 21:13:44 GMT

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

j.coenia@gmail.com wites:

> That just seems nuts.

Well, just wait until you try to put this application on a CD that can be read by Windows, Max, and LINUX users. You are not even CLOSE to nightmare stage yet. ;-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: build project to executable .sav binary eclipse
Posted by j.coenia@gmail.com on Mon, 21 Dec 2009 21:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

> You are not even CLOSE to nightmare stage yet. ;-)

Great. That's just really great to hear from the guy who wrote the book on IDL. :)

I guess it's sort of analogous to include/import statements in other languages... I'll just have to organize everything into better libraries.

But if everything in the IDL preferences paths is **also** included in my project folder, I should be OK, right?

JC

Subject: Re: build project to executable .sav binary eclipse
Posted by [David Fanning](#) on Mon, 21 Dec 2009 22:05:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

j.coenia@gmail.com wites:

> But if everything in the IDL preferences paths is **also** included in
> my project folder, I should be OK, right?

Right. Unless you aren't. In which case,

Well, let's just assume it is all going to go
as we expect it to go, OK. ;-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: build project to executable .sav binary eclipse
Posted by [rogass](#) on Tue, 22 Dec 2009 07:51:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

David,
is there a way to check somehow the linux compatibility without using
a linux in a virtual machine such as VirtualBox? It seems to be that
there are many other *confusions, not only due to !path.

Thanks and best regards

CR

Subject: Re: build project to executable .sav binary eclipse
Posted by [David Fanning](#) on Tue, 22 Dec 2009 14:12:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

chris writes:

> is there a way to check somehow the linux compatibility without using
> a linux in a virtual machine such as VirtualBox? It seems to be that
> there are many other *confusions, not only due to !path.

My biggest problem was figuring out how to build
a Virtual Machine for the different platforms. Basically,
you have to have IDL running on the platform you
want to build a VM for. This can be tricky when you
don't own all these platforms. Fortunately, some of
your neighbors own machines you don't have, so if you
bake them a plate of cookies, you might be able to
borrow their machines for an hour or two.

I had never heard of VirtualBox until a couple of
minutes ago, but perhaps that is one solution. At least
if the machine in front of you is a Mac. Otherwise,
the cookie route is still a good one. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: build project to executable .sav binary eclipse
Posted by [rogass](#) on Tue, 22 Dec 2009 14:47:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

David,
you have a sense of humor :) Nevertheless, ITTVIS suggests in their help that this and that won't work there, so maybe they should think about their future data and routine compatibility strategy. How about to create real binaries? How about to give some source code of the ENVI routines? How about to enable 'execute' and ENVI-routines in the VM? So many questions...

Regards and some cookies :)

CR

Subject: Re: build project to executable .sav binary eclipse
Posted by [penteado](#) on Tue, 22 Dec 2009 16:31:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Dec 22, 12:12 pm, David Fanning <n...@dfanning.com> wrote:

- > My biggest problem was figuring out how to build
- > a Virtual Machine for the different platforms. Basically,
- > you have to have IDL running on the platform you
- > want to build a VM for. This can be tricky when you
- > don't own all these platforms. Fortunately, some of
- > your neighbors own machines you don't have, so if you
- > bake them a plate of cookies, you might be able to
- > borrow their machines for an hour or two.

Just to build it, it is not necessary to have IDL on the target platform. You need only to provide IDL with the necessary files. See

http://www.ppenteado.net/idl/idl71_rt.html

Testing is another matter. One alternative to test in Linux is to use

a Live CD. It is inconvenient to have to reboot to test, but I find it easier than baking cookies.

This also suggests me that testing for Windows in Linux could be done with wine, but I never tried that.

Subject: Re: build project to executable .sav binary eclipse

Posted by [Robbie](#) on Tue, 22 Dec 2009 22:27:41 GMT

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

Hi,

I just thought I might mention that you can also trick `resolve_all` into resolving classes by calling the structure definition statement.

For example if you wrote:

```
idlgrlegend__define
obj = obj_new('idlgrlegend__define')
```

Then `resolve_all` would resolve the class at compile time.

Robbie

Subject: Re: build project to executable .sav binary eclipse

Posted by [David Fanning](#) on Tue, 22 Dec 2009 22:53:51 GMT

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

Robbie wites:

```
> I just thought I might mention that you can also trick resolve_all
> into resolving classes by calling the structure definition statement.
>
> For example if you wrote:
>
> idlgrlegend__define
> obj = obj_new('idlgrlegend__define')
>
> Then resolve_all would resolve the class at compile time.
```

Well, at least it would if all the object methods were in that `__define` file and the modules were named properly. :-)

It would probably be more reliable to do this:

```
IDL> .Compile idlgrledgend__define  
IDL> Resolve_All
```

This is, essentially, what you have to do to build a project with a lot of user-defined objects in it. That is to say, you write an IDL script with a whole lot of .compile statements in it before you get to the RESOLVE_ALL statement.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")
