Subject: Re: Preferences file for/from a runtime application Posted by mallors on Wed, 14 Apr 1999 07:00:00 GMT

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In article <01be8685\$d248a0a0\$5c0c66a1@eusunw0246.rec.bp.com>, "Robert King" <kingrj2@bp.com> writes:

> Hi All,

- > I'm writing a couple of programs that are to be distributed with runtime
- > licences. I would like to know whether it is possible to create a
- > preferences file so that the user can have the program set up in the way
- > that they want.

>

- > I know that I can easily create a defaults file, but what I want is for
- > \*THEM\* to be able to \*edit\* it from the runtime. I know that the runtime
- > distribution doesn't allow you to create .sav files so I don't really hold
- > out much hope!.. any ideas?...

> Thanks for the help,

I have a Preferences object that allows you do use an ASCII preferences file of the format

KEY = value

The object includes a widget to allow interactive editting of user preferences. For more info, check

http://cspar.uah.edu/~mallozzir/software/idl/idl.html

Robert S. Mallozzi

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Work: http://www.batse.msfc.nasa.gov/ Marshall Space Flight Center Play: http://cspar.uah.edu/~mallozzir/ Huntsville, AL 35812

Subject: Re: Preferences file for/from a runtime application Posted by davidf on Wed, 14 Apr 1999 07:00:00 GMT

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## Robert King (kingrj2@bp.com) writes:

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I'm quite sure this is not true. There is no restriction as far as I know that runtime programs can't create save files (as long as you are doing nothing but saving variables). In fact, I have a program here in front of me for one of our clients that does exactly that on a Windows NT machine. I don't know off hand if this is a limitation on other architectures.

Runtime licenses can also write files, so I don't see any reason you can't easily implement a "preferences editor", which might, for example, tell the runtime application where to find the appropriate save file.

Cheers.

David

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