
Subject: Re: Embedding IDL within a C++ app
Posted by [steinhh](#) on Thu, 28 May 1998 07:00:00 GMT
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- > However I wondered if it is possible to embed such IDL routines within a
- > DLL (for example) to be included as part of my C++ code.
- >
- > Finally, I wondered if it was possible to visualise my data through IDL,
- > e.g. time-varying power spectral density in 3D, by calling the graphics
- > routines through some sort of interface, e.g. a DLL.

Take a look at the IDL Advanced Development Guide, under the Callable for Windows chapter. Basically no problem whatsoever in doing what you ask. Your application has all of IDL linked into it, at your fingertips. Callable IDL is a great tool for visual debugging (plotting your data etc on the fly from your C application, just as you would with an IDL application). Note, however, that your application requires an IDL license that is available at runtime! Also, the example(s) are for C, not C++, but that should be a simple fix.

Regards,

Stein Vidar
