
Subject: Re: call external speed
Posted by [rmlongfield](#) on Fri, 04 Sep 1998 07:00:00 GMT
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In article <Pine.SO4.4.02.9809031131320.2992-100000@sukak>,
Karl Krieger <kak@ipp.mpg.de> wrote:

> BTW: I would recommend to use LINKIMAGE instead of CALL_EXTERNAL except
> perhaps for some quick and dirty hacks. With LINKIMAGE your procedures and
> functions have exactly the same syntax than the rest of IDL; you get
> argument checking, proper IDL error handling and it is possible to pass
> keyword parameters and structures to your routine. The downside is that it
> requires some more programming effort but it's really worth it IMHO.

Hi Karl, I've just figured out how to use CALL_EXTERNAL but am curious
about LINKIMAGE. The documentation is very sparse and the "Caution" is
discouraging. My main goal is to leave my C programs intact and independent
of IDL, i.e. I do not want to use callable IDL.

I have a question though: Which chapters in the Advanced Development guide
are related to LINKIMAGE? There seems to be a mixture of topics. Do you have
a short example? I can't find any in the IDL documentation. (I work with
UNIX on an SGI workstation.)

Most likely I will stay with CALL_EXTERNAL for now, since it is working.
But maybe in the future I will look into LINKIMAGE.

Rose

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