Subject: Re: portability of programs written under IDL3.6.1 to IDL5.2 Posted by David Foster on Tue, 09 Mar 1999 08:00:00 GMT

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Vekemans Bart wrote:

- > Years ago our Institute purchased IDL3.6.1 and since then
- > I am working on a program that simultaneously can control
- > several hardware cards by means of CALL EXTERNAL, which
- > invokes functions of the DLL libraries delivered with
- > the various cards. Until now I was using 16-bit DLLs, as
- > this version of IDL is restricted to calls to 16-bit DLLs
- > in Windows.
- > Unfortunately, new cards are now delivered with 32-bit DLLs,
- > and as such I cannot use the delivered libraries of these
- > new cards. I have now the following question. Is my program
- > portable from IDL3.6.1 to IDL5.2 or has the programming
- > environment changed so much that I have to rewrite my
- > whole program when I want to upgrade to IDL5.2?
- > I want to try to find someone who experienced the same problems,
- > and I would be very gratefull to her/him if she/he wants
- > to share her/his experience about this problem.

> Waiting for someone to answer,

> greetings from Antwerpen (Belgium, Europe),

>

Bart Vekemans

Bart -

Porting your programs shouldn't be much of a problem, though you will have to change your WIDGET_BASE() calls for top-level bases, as well as calls to XMANAGER, in your widget programs. RSI introduced the /NO_BLOCK keyword which gives you back your command-line after registering a widget, and this necessitates the above changes. Also, RSI changed the behavior of modal widgets, and moved this /MODAL keyword. The changes are minimal, but if you have a large collection of widget programs it may take some time to update them. Be aware that until you do most of your widget programs won't work.

Dave

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