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Subject: Re: external c shared libraries

Posted by [davidf](#) on Thu, 05 Aug 1999 07:00:00 GMT

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D. Mattes ([dmattes@u.washington.edu](mailto:dmattes@u.washington.edu)) writes:

> 1) in doing development, debugging, etc. i notice that once the shared  
> library is changed (recompiled), IDL will crash and burn if i try and  
> access the changed shared lib. i can understand this happening, but is  
> there a way to prevent this?

Not currently. But I hear totally unsubstantiated rumors that  
the times, they are a changin'. :-)

> 2) my shared library function returns the correct values into IDL, but  
> then a few moments later, as IDL is waiting statically for user input, IDL  
> will just seem to spontaneously crash. why? mind you, this only occurs  
> with IDLDE. with the line command version IDL, i never get a crash.

Don't know. You getting some kind of error message, or  
IDL just folds up its tents and goes home?

Cheers,

David

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