
Subject: external c shared libraries

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

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hello IDL gurus: i have a couple questions re: calling external c functions from IDL. platform: unix OSF/1, version: IDL 5.2

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?

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.

thanks in advance!
david mattes
