In article <Pine.NXT.4.02.9912071608570.16188-100000@cardamon>, Ed Wright
<ewright@spice.jpl.nasa.gov> wrote:
> Question concerning DLL access/builds on a PPC Mac.
>
> I have a large C library (normal static) with functions I wish
> to access in IDL. I wrote a set of wrappers to access the
> static lib in the IDL manner. I then compile the wrapper
> as a DLL and include the static lib in the link list.
> IDL refuses to find the symbol names via a call_external.
>
> This link a dll to a static lib strategy works on unix boxes.
>
> Do I need to recompile the static library to a DLL for IDL access
> on a Mac?
>
> As always,
> Ed Wright
>

   Let me get this straight; you are using something like CodeWarrier on
the Mac to compile your DLL... I just did the same thing you were
attempting. The first thing I remembered I forgot to do was to export all
the symbols that needed to be referenced externally (i.e.: by IDL). The
result sounds suspiciously similar to your description. If so, you need to
open the project Target Settings Panel to the Linker:PPC PEF page and set
'Export Symbols' to 'Use ".exp" file'. Either make a list of external
routine names and name it {project name}.exp and then relink, or have your
compiler make it for you and edit it to get rid of the thousand or so
names you don't need and relink. Once I did this, I had no problems at
all.

   One other thing: make sure there is *no* IO at all in your C code!
Usually, IO to stdout or stderr will bring up a console window (that is,
if you link in SIOUX), which has its *own* menu bar; not a pretty sight on
the Mac! If you let IDL do the IO for you, you will hardly ever get bitten
by your external code.

   Hope this helps,

                    - Rob