

All,

Randall Frank has just sent me an update to his files on my web site.
These routines do the following.

This release consists of the following broad features:

- * Sockets API for Windows and Unix
 - * An interface to gzip compression for files and variables
 - * An async sound playing API for Windows (DirectSound based)
 - * A polygon mesh decimation routine
 - * A TWAIN interface for Windows
 - * An array slabbing API
- !NEW! * A generic interface for calling Windows DLL functions directly

the link is www.rlkling.com under freeware.

The `idl_tools_bin` contains the `dln` and `dll` for IDL53 on windows.
`idl_tools_src` contains the source so that routines can be built on other platforms.

The newest addition is the generic interface to Windows DLL's. This new function, called `extproc` is a cross between `call_external` and `link_image`. With this routine you can call any windows dll whether it uses the CDECL or `stdcall` convention. It is similar to `link_image` in that you initialize the routines once and then use them. It resembles `call_external` in the way that you call the initialization routine. For example, say that you wanted to use the double precision `sin` function in `msvcrt.dll`. This is what you would do.

```
IDL > print,EXTPROC_DEFINE("mysin","msvcrt.dll","sin","d(d) ",/CDECL)
```

This defines the function `MYSIN()` to IDL to take a single argument (as a double) and to return a double. From this point on (in the IDL session) you can use `mysin` as a standard IDL function. Note that the big advantage of this is that you do not have to write any of the normal IDL to C wrappers. The README contained in the zip files give more details.

These are "provided as is" so make sure you test them before you use them.

-Ronn

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Application Development with IDL book at : <http://www.rlkling.com>
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