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Subject: updated IDL DLM code on [www.rkling.com](http://www.rkling.com)  
Posted by [ronn](#) on Sun, 19 Mar 2000 08:00:00 GMT  
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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.rkling.com](http://www.rkling.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 similiar 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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Ronn Kling  
Ronn Kling Consulting  
Application Development with IDL book at : <http://www.rkling.com>  
UPDATED FOR IDL 5.3!  
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