Subject: Re: Compiling shared libraries for use with call_external on a Mac
Posted by arkos on Wed, 12 Apr 2000 07:00:00 GMT
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An addition to what I asked below:

I can add a "dummy" main() to the C file, and produce something
which appears to be a shared library. However, when I try to
use call_external from the IDL side, I get the error:

% CALL_EXTERNAL: Error loading sharable executable.
        Symbol: testing_external, File =
        Documents:Arkos:SMS:PLOT:test_external_libs
        symbol was not found
% Execution halted at: TEST_CALL_EXTERNAL   18
  Documents:Arkos:SMS:PLOT:test_call_external.pro
% $MAIN$

I don't know if I am doing something wrong on the C side in
creating the shared library, or on the IDL side in the
implementation, so any suggestions would be appreciated.

Thanks again,

-- Greg

For those interested, the code consists of:

** C**

```c
#include <stdio.h>

int testing_external(int argc, char *argv[]);

int testing_external(int argc, char *argv[])
{
  printf("Test.\n");
  return(1);
}

void main(void)
{
}
```

** IDL **

```
PRO test_call_external
```

```
  MESSAGE, ' begins!', /INFORMATIONAL

  a = call_external("test_external_libs","testing_external", /i_value)

  MESSAGE, ' complete!', /INFORMATIONAL

  RETURN
END
```

> A question for those out there who have used call_external in IDL with
> (hopefully) C subroutines on the Macintosh.
>
> I have an older version of Metrowerks Codewarrior (IDE 1.6.3, CW 9),
> and have set the Project type to shared library, in the preferences
> for the project. However, it doesn't seem to want to compile and
> produce the shared library (it keeps looking for main(), while
> the C file I'm compiling only contains a collection of subroutines).

--
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