Hi Myron,

I just went through the exercise of getting simple.c running using Callable
IDL. I'm running Noesys/IDL 5.4 under Win98 with a software node-locked
liscence, not sure if that makes a difference. Of note, see the important
readme.txt located in the callable\bin_x86 directory (my path is
C:\RSI\Noesys24\IDL54\external\callable\bin_x86). First two paragraphs are:
[
IDL_Callxx.dll is a Dynamic Link Library (DLL) that wraps the IDL
callable interface (xx refers to the major and minor version of
the IDL that this DLL was built for). This DLL is provided for
callable applications that do not install in the IDL directory
and offers an alternative to adding IDL to a users' path. The
DLL does not guarantee that the correct IDL version is loaded or
the correct license is used. These are the responsibility of the
callable application.

The main entry point for the DLL is a routine called
"IDL_InitCallLib". This routine is called by the callable
application PRIOR to calling other IDL routines. It takes a
string that is the fully qualified path to the desired IDL
installation.....
]
So before calling IDL_Win32Init, you need something like the following:

```
 // supply the path to the directory containing idl32.dll
    // this call must come before any other IDL call
   if (!IDL_InitCallLib("C:\\RSI\\Noesys24\\IDL54\\bin\\bin.x86"))
      return(FALSE);
```

Link the project with idl_call54.lib and the idl_call54.dll must be located
with simple.exe. If you need the complete Visual C++ 6.0 project, let me
know.

Regards, Tom

"Myron Brown" <brownmz1@jhuapl.edu> wrote in message
news:3BEBCA3E.BC79C813@jhuapl.edu...
> Perhaps I'm missing something obvious, but here goes...
>
> I have an IDL HASP liscence on my Windows 2000 computer, and IDL runs
> fine. However, when I try to call IDL from a C program, using
> IDL_Win32Init, two interesting things happen.

>
> First, when I run the program, it looks for the liscence file in the
> parent of the directory the program is running from. Not the actual
> liscence directory for IDL. Not just the directory from which the
> program runs. Strange. Anyhow, this is easily solved by copying the
> liscence file into the directory it looks in.
>
> Second, after the liscence file is where the program looks, I run again
> and get a message telling me that the liscence file is not formatted
> correctly. It's the same liscence file that I use to run IDL
> interactively, so I'm not sure what to do.
>
> Are there specific liscencing issues for callable IDL?
>
> Aside: This question was prompted by an attempt to get around an problem
> I mentioned in another thread on memory leaks. I'm currently pursuing
> two paths in parallel: (1) find the source of the leaks, and (2) avoid
> the memory problem by using callable IDL to run pieces of the batch job
> independently from separate processes (thus not allowing the leaks to
> add up). Path 2 could be easily done in UNIX using non-interactive IDL
> and SPAWN, but Windows does not support this. Thus, I'm going the
> callable IDL route.
>
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