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Subject: Callable IDL and Liscences

Posted by [Myron Brown](#) on Fri, 09 Nov 2001 12:21:18 GMT

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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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