
Subject: Re: Calling C++ from IDL

Posted by [jicicuendez](#) on Wed, 21 Nov 2001 09:27:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

I finally found the solution with gcc. It does not work with CC but I am suspicious that my intallation is not correct. I used IDL 5.4 and It turns out that it work at 64bits so it needs the libraries compiled at 64bits. The last version of gcc gives you this choice with the compilation option of -m64. I did not have this version but the problem can be solved if we launched idl in 32bit mode, this could be achieved with idlde -32 & idl -32, and then it works fine.

Just you know in case someone comes across with the same problem.

Thanks for your help folks.

Juan

Richard Younger <younger@ll.mit.edu> wrote in message news:<3BFA8B4D.51A0BDDDB@ll.mit.edu>...

> Martin Downing wrote:

>>

>> Hi Jauan,

>>

>> If Nigel's advice doesnt solve your problem then it may be down to a
>> bug in the CC compiler. Many moons ago I reported a bug to Sun where
>> template methods were not being instantiated when building as a
>> library. The fault was not corrected in the next few upgrades of
>> solaris, but we are talking 5 years ago now! Note this had nothing
>> to do with IDL, and if this is the fault you will not be able to
>> build C++ executables linked to the template libraries either. If
>> this is the case then maybe they never corrected it, I could dust
>> off the workaround I came up with.

>>

>> good luck

>>

>> Martin

>

> I don't know if this is related to your problems, but as a side note,
> the most intensive user of template libraries I know of is the Blitz++
> numerics library, which uses obscure (to me, anyway) template features
> to gain numerical speed while saving object orientation. They have a
> website: <<http://www.oonumerics.org/blitz>>, and they list the solaris
> compilers as being incompatible due to incomplete template
> implementation.

>

> A list of template-friendly compilers (but only skimpy discussion) is at
> <<http://www.oonumerics.org/blitz/platforms/>>.
>
> Best,
>
> Rich
