
Subject: external routines from MacOSX and how to get at 'em

Posted by [btupper](#) on Wed, 26 Mar 2003 21:52:22 GMT

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

Hello,

I find myself on a very steep and slippery learning curve: learning MacOSX, IDL on MacOSX, IDLWAVE, and calling external routines (in this case C, of which I know zilch) all at once. Whew! I have a big bag of questions but I'll try to narrow it down a bit... to just those about calling external routines.

We have installed a framegrabber (Scion LG-3) in our spiffy new mac G4 running OSX. Scion makes available the c libraries for accessing the frame grabber (as well as the documentation, but not the source code) in what is called, in OSX lingo, a framework.

Question 1

Is the framework the equivalent to a compiled object, such as 'mylib.o'?

Question 2

Should I be making a DLM or using CALL_EXTERNAL to access these c routines?

Question 3

If the answer to 2 is that I should be using DLMs, then do I need to write a wrapper in C for each of the gazillion C routines that Scion has mushed into this framework?

Question 4

If the answer to 2 is that I should be using CALL_EXTERNAL, then what in the world do I put in for the IMAGE argument? An example of a call to CALL_EXTERNAL might be ...

```
result = CALL_EXTERNAL(image, targetFunction, args, keywords  
=keywords)
```

```
result = CALL_EXTERNAL('/usr/lib/mylib.o', 'foo', myarg1, arg2, arg3,  
/auto-glue)
```

Under MacOSX, what does that look like since I don't have a mylib.o but have a sfglib.framework? Do I do this...

```
result = CALL_EXTERNAL('/usr/applications/...blah.../scglib.framework',  
'thatScionFunction', arg1, arg2, arg3, /auto-glue)
```

Question 5

Should I just throw in the towel?

I have tried a number of steps - none of which worked. I hope that I can minimize the effort i need to put into learning C and maximize the effort I put into the IDL side of the code.

Thanks for any and all assistance!

Cheers,
Ben
