
Subject: Re: chi² minimisations & calling c
Posted by [Rick Towler](#) on Tue, 14 Oct 2003 21:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Rick Towler" wrote...

>
> As much as I think that every serious IDL programmer (all 7 of us) should
> master the dlm, I don't think you would need to go thru the trouble unless
> you view this as a fun exercise. CALL_EXTERNAL should work with minimal
> effort but it does assume that your functions use the argc-argv calling
> convention and this might be where you are getting hung up.

A kind person from RSI informed me that the AUTO_GLUE keyword can work
wonders if your function doesn't follow the argc-argv calling convention.
Given the function prototype of your chi² routine it should be easy to use
CALL_EXTERNAL with the AUTO_GLUE keyword.

AUTO_GLUE relies on MAKE_DLL so you'll need to make sure your !MAKE_DLL
system variable is set up correctly.

-Rick
