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Subject: Re: Call\_external passing problem  
Posted by [isoaga2](#) on Thu, 23 Oct 2003 01:51:42 GMT  
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"Rick Towler" <[rtowler@u.washington.edu](mailto:rtowler@u.washington.edu)> wrote in message  
news:<[bn6k2v\\$2bvs\\$1@nntp6.u.washington.edu](mailto:bn6k2v$2bvs$1@nntp6.u.washington.edu)>...

- > "David Green" wrote...
- >> Hi everyone, recently i've been using the call\_external function a bit
- >> to call fortran code through c wrappers and i thought i had it sorted
- >> however i can't seem to see my mistake in this one...
- >
- > Have you tried using the AUTO\_GLUE keyword to CALL\_EXTERNAL?
- >
- > Word on the street is that it makes life much easier. Since you are using
- > gcc, you'll need to tweak your !MAKE\_DLL environment vars a bit. All of
- > this is documented.
- >
- > There is also Stein Vidar Hagfors Haugan's dlm form available at:
- > <http://www.astro.uio.no/~steinhh/idl/dlmform.html> which automagically writes
- > the C wrappers for F77 code if AUTO\_GLUE isn't working for you.
- >
- > Also, I don't use gcc to build on linux but you'll probably want to add
- > the -fPIC switch when compiling your wrapper.
- >
- > -Rick

Well, do i feel stupid... Turns out the code i posted above is  
correct, it was just my inexperience with vim that was the problem, i  
was compiling the wrong piece of code :S

Oh, and thanx for the suggestions Rick, i'm now compiling and linking  
with the -fPIC option and now i'm off to check out this AUTO\_GLUE  
stuff.