Subject: Do I need a DLM Wrapper for this? Posted by Brian on Wed, 10 Dec 2003 09:20:19 GMT

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I am somewhat new to IDL, so you can imagine how confusing I find the notion of DLM wrappers...

In any case, I have made several posts about the FFTW3 dll, and I am getting closer to being able to get it working, but now I have come across DLMs, and am wondering if I need one (and in general wondering under which circumstances I need one).

Do I need to write a DLM wrapper to truly use this fftw3 dll? In the manual it says

```
The basic usage of FFTW to compute a one-dimensional DFT of size N is
simple, and it
typically looks something like this code:
#include <fftw3.h>
fftw complex *in, *out;
fftw_plan p;
in = fftw_malloc(sizeof(fftw_complex) * N);
out = fftw malloc(sizeof(fftw complex) * N);
p = fftw_plan_dft_1d(N, in, out, FFTW_FORWARD, FFTW_ESTIMATE);
fftw execute(p); /* repeat as needed */
fftw destroy plan(p);
fftw_free(in); fftw_free(out);
(When you compile, you must also link with the fftw3 library,
e.g. -lfftw3 -lm on
Unix systems.)
First you allocate the input and output arrays. You can allocate them in any
way that
you like, but we recommend using fftw_malloc, which behaves like malloc
except that it
properly aligns the array when SIMD instructions (such as SSE and Altivec)
are available
(see Section 3.1.1 [SIMD alignment and
tw malloc], page 15).
```

I am just confused how I pass an array in IDL to this dll.

-brian