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Subject: Need some help with FFTW3 wrapper (Karl, Brad, Rick, etc)

Posted by [Brian](#) on Tue, 16 Dec 2003 11:27:05 GMT

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I think I am getting close to getting things to work, but I am still having problems:

1. Brad, I took a look at your VC++ project. The thing I don't understand is how does the dlm dll get linked with the fftw functions? I see you have 2 .lib files, but I see no information in your VC++ project about those libs. Does VC++ automatically add any .lib files in the project path?

2. Brad, I noticed in your VC++ project that there is a FFTW\_DLM\_EXPORTS preprocessor entry. What does this do?

3. Do preprocessor defines matter? Or can I just compile with default settings? I don't plan on including any debug info.

Using the fftw3 dll that is on the [fftw.org](http://fftw.org) site, I did manage to create a dlm dll. But when I try to run it I get exception errors and IDL crashes. So I figured that I should probably compile the fftw3 source and do the dlm all in the same compiling environment. I am using lcc-win32 for what it's worth.

thanks,

brian

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