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Subject: Thanks Henry Chapman! (for the FFTW3 DLM)

Posted by [Brian](#) on Thu, 18 Dec 2003 09:36:39 GMT

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Henry,

I just noticed the reply you made to a post a I made a couple weeks ago about the slowness of IDL's fft. I have spent quite some time figuring out how to create a fftw3 dll and just succeeded at that yesterday. I was about to spent quite a bit of time writing an extensive DLM and I saw that you posted that very thing! So you saved me quite a bit of work. I noticed your DLM has provisions for threads. Is that an altivec thing? I am wondering if your DLM will work transparently with my win32 dll. Though when I build the dll, I did not specify multithreading in the config.h file. Also, how did you combine the double and float functions? On windows, I suppose I would create 2 static libraries (float and double) and then link them into one overall dll?

thanks,

brian

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