
Subject: Re: Need some help with FFTW3 wrapper (Karl, Brad, Rick, etc)
Posted by [b_gom](#) on Wed, 17 Dec 2003 00:34:21 GMT
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Hi Brian,

I can't claim to know how to help you to get this working with lcc-win32.

If you have VC++, then the project and binaries I posted should work 'out of the box'. If you do not have VC++, then you will have to manually compile and link in the source code, .def and .h files, and the FFTW v2.1.3 source (source code or .lib files) that I posted. The VC++ project I posted does not use the .lib files so that I can debug any crashes within the FFTW source. The .lib files are still there, so you could link them instead of the FFTW source using VC++.

Preprocessor defines shouldn't matter too much.
Note that the code uses double precision, not single precision floats (FFTW_ENABLE_FLOAT is not defined).

Note also that this code will almost certainly crash if linked with the FFTW version 3 libraries.

Brad

"Brian" <brian.huether@NOdlrSPAM.de> wrote in message
news:<b9654de674632b7df5c892692100ecdc@news.teranews.com>...
> 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 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
