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Subject: DLM and Code fragments

Posted by [btt](#) on Tue, 15 Jun 2004 16:08:11 GMT

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Hello All,

I find myself staring at the API for a Diagnostic Instruments digital SPOT RT camera. Day one and I am already a bit glassy eyed. We have this nice camera attached to a microscope for imaging plankton on a glass slide. I have been here before; having worked up a DLM to access a Scion frame grabber via its API with the help of many of you.

The API doesn't look too much different than that for the frame grabber, so I think I can ape what I did before. But there is a curveball that whizzes right past me. The API states that I need a development environment that supports CFM DLL (CFM = code fragment manager). It notes that CodeWarrior is such an environment.

I have in hand the shareable object library (SpotCamCarbon.dll) and the necessary header (SpotCam.h). Which was all I needed last time to write the DLM accessible wrappers. But, what in the world is the CFM thing? And how does this affect my ability to write the DLM for this camera?

Thanks,

Ben

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