
Subject: Re: IDL Virtual Machine
Posted by [sdj](#) on Mon, 25 Oct 2004 10:08:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear All,

Thanks to everybody, your help has been greatly appreciated.

Regards,
Pepe

Pepe S. D. Juevara

- No debe cambiarse de caballo al cruzar el río -

> On Fri, 22 Oct 2004 09:21:44 -0700, Rick Towler wrote:

>

>> Pepe wrote:

>>

>>> I have a client server application which I am developing using IDL and

>>> C/C++. This application needs to be available to various end users

>>> which run on different systems (Linux, Windows, Unix, Mac).

>>> The question is: can the IDL Virtual Machine handle this for me or do

>>> I need to create a sav file for every different operating system ?

>>

>> You do need to create one .sav file and many .dlms (well one .dlm and

>> then .so and .dll and...). The libraries that you build when creating

>> .dlms (or libs for CALL_EXTERNAL) are platform specific so those need to

>> be built for every OS you'll be supporting.

>>

>>> If I make calls to C/C++ code via IDL, does the end user need to have

>>> a C/C++ compiler to handle the calls ?

>>

>> Not if you provide a pre-compiled library for their platform.

>

> If it's a simple C file or two to be linked to (or called externally), I

> have had success distributing the C file and using MAKE_DLL to compile it

> automatically (which of course only works if the target user actually has

> a compiler). If these conditions are met, it actually works fairly well.

> I've posted about it several times before; search for MAKE_DLL.

>

> JD
