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Subject: Re: IDL Virtual Machine  
Posted by [JD Smith](#) on Fri, 22 Oct 2004 21:04:34 GMT  
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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

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