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 guestion 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 your 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