
Subject: Re: MAKE_DLL for DLMs
Posted by [JD Smith](#) on Fri, 21 Jan 2005 17:55:21 GMT
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On Fri, 21 Jan 2005 08:03:45 -0500, Haje Korth wrote:

- > JD,
- > I usually write all my software for myself and never worry about network
- > installation. Why does every user need to compile the dlm separately? Can't
- > you compile it and throw it in the idl binary directory for everyone to use?
- > The only other possibility I see is that the user uses make_dll in a local
- > directory and they set ! dlm_path to point to it.

The main reason MAKE_DLL exists is to provide a platform-agnostic way to compile C files into DLMs, which will work on most systems which have a compiler, now or in the future. Distributing IDL code is relatively easy: take care not to use indistinct names that will clash, tell the user to drop the package in with their other IDL packages, and off you go, with nary a care about updated IDL versions, etc.

Distributing externally compiled binaries raises the bar considerably, as you now have to contend with various OS/compiler/library/IDL exported interface versioning issues. So, compiling once and throwing it in with the IDL source just doesn't cut it. You can either have a tedious Makefile that the user is required to run, or simply use MAKE_DLL. This solution is almost perfect, except that the default user-writable location for compiled libraries (in ~/.idl/idl_blah/compile_dir) isn't visible to IDL's DLM search, which means you have to move it somewhere which is, which means you have to make assumptions about write permissions. Not pretty.

JD
