
Subject: Re: MAKE_DLL for DLMs

Posted by [Haje Korth](#) on Fri, 21 Jan 2005 15:28:27 GMT

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David,

Hm, it looks like I avoid a whole set of problems by developing mainly for myself instead of others. The problem with compiling for others starts with UNIX OS. While on Windows, people are in a not always functioning but controlled environment, while on UNIX you have fifty versions with a hundred flavors each, and compiling for all these combinations is a real pain. So I decided to leave compiling to the experts on UNIX, and for idiots like me using Windows I offer conveniently compiled versions...

Cheers,

Haje

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1c5ab9fbe9b6529c9898e0@news.frii.com...

> Haje Korth writes:

>

>> 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.

>

> I'll speak for JD, who is too busy counting parentheses this morning
> to answer.

>

> The problem with distributing software is that not all of your users
> are in the building. Some are in their own buildings, states, countries,
> etc. And most don't have the foggiest idea of what they are doing.

>

> So...you have to do it for them. Making someone change his own
> path is perilous. Half the users don't know how to. Of the other
> half, half of them will put the path in the wrong order. Perhaps
> half of one percent will actually know how to figure out which
> COLORBAR routine they are actually using.

>

> Even projects don't help as much as you would hope. Often, my client
> applications will include several different libraries or projects.

> To get them distributed properly, I have to make a single project
> for the client. But that means I have multiple copies of my
> library on my machine. Aaaachhhh!

>
> Life would be so much easier if we could just combine several
> projects in the same project file. Perhaps I'm going to have
> to go get the ol' Emacs manual out again. :-(
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
