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Subject: Re: MAKE\_DLL for DLMS

Posted by [David Fanning](#) on Fri, 21 Jan 2005 14:05:06 GMT

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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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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