
Subject: Re: MAKE_DLL for DLMs
Posted by [Haje Korth](#) on Fri, 21 Jan 2005 13:03:45 GMT
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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.

Cheers,
Haje

"JD Smith" <jdsmith@as.arizona.edu> wrote in message
news:pan.2005.01.20.16.58.37.149684@as.arizona.edu...
> On Thu, 20 Jan 2005 08:09:09 -0500, Haje Korth wrote:
>
>> JD,
>> yes, I have used it and I did not have to spend much though on it to get
it
>> running. Some example code is located here:
>> <http://dysprosium.jhuapl.edu/idltoaacgm/>. Download the UNIX version,
Windows
>> is binaries only.
>
> Your solution is the one I stumbled on as well: rather than let
> MAKE_DLL build the shared library in its ~/.idl/idl_blah/compile_dir
> (!MAKE_DLL.COMPILE_DIRECTORY) directory, output it instead to the
> directory which contains the .dlm file. However, this isn't really
> ideal for site-wide, read-only setups, in which the source directories
> aren't writable. Any other thoughts? I suppose I could add
> !MAKE_DLL.COMPILE_DIRECTORY to the !DLM_PATH on startup, but I hate to
> muck with people's paths.
>
> JD
>
