
Subject: Re: Windows IDL DLM with Cygwin
Posted by [joey](#) on Tue, 12 Jul 2005 21:26:37 GMT
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Mark Hadfield <m.hadfield@niwa.co.nz> wrote:

> joeymu@gmail.com wrote:

>> Has anyone sucessfully used a DLM created with the Cygwin family of
>> compilers? I have sucessfully compiled a DLM and it looks like it
>> should work, but when it gets to the point of actually using the DLM,
>> IDL will crash!
>
> That's what I would expect.

What I find odd is that IDL just crashes rather than give me a message saying something about a missing symbol or the like. That's really what I was expecting.

>> I've been trying to compile my code with a
>> -mno-cygwin, but that is going to be a lot of work! I'm hoping there
>
> Hmm. I don't know what is the line of least resistance here. It depends,
> partly, of how much work it would be to wean your code off the Cygwin
> DLL.

Compiling with MinGW or Visual Studio will be (I believe) a lot more work since I have to remove the unixisms from my code which is not insignificant; however, most of this has to do with signals, forks, and spawning. Cygwin seems to have solved most of these porting issues which is why it would be nice if that part worked.

> http://cygwin.com/faq/faq_3.html#SEC102
>
> And when you've sorted it all out, perhaps you could report back to the
> list?

I may try the above faq method; however, I have to do it for all my DLLs and there are seven I use before I get to my DLM. That might also be a lot of work.

Ok, thanks to all who have replied. I believe I got the answer I needed in that "using a Cygwin compiled DLL is impossible with IDL". If I make some progress on this in the form of a generic way to solve this problem, I'll post back. If I just try ifdef'ing out my unix'y code, that might be easier...

Thanks again!

Joey
