Subject: Re: Windows IDL DLM with Cygwin
Posted by Haje Korth on Wed, 13 Jul 2005 14:42:54 GMT

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GDL ist not supported under Windows, so getting that to compile will be even harder. Reading you description on what you are trying to do, you are not talking UDF DLM, are you?

Haje

<joey@swri.edu> wrote in message news:11da91ni4i7qf93@corp.supernews.com...
> Haje Korth <haje.korth@jhuapl.edu> wrote:
>
>> To Joey: I would not waste my precious research time to try to get cygwin
>> compile your code. This is a painful lession I learned during my times as
>> a
>> graduate student. Even though it is from M$, I had a lot of luck with
>> Visual Studio. Most code especially research code is generic enough not
>> to rely OS specific extensions, so that I never had to spend much time
>> on conversions.
>
> Our code is a bit of a hybrid of lots of legacy things. It is a very
> large
> body of code for accessing some data files and automatically retrieving
> said
> data from a remote database. This is why it has all the unixism's in it.
> In fact, cygwin can actually compile all of our code and everything works
> with Windows. Its just interfacing with IDL that is causing me problems.
>
> Getting Visual Studio to compile everything will be very difficult, but
> not impossible so I may do it after all.
>
>>> shows that it *is* possible to use Cygwin-compiled DLLs with IDL, via
>>> CALL_EXTERNAL. I don't see any mention of the -mno-cygwin switch in the
>>> techtip, so it looks like these are true Cygwin DLLs.
>>>
>>> Of course DLMs are another matter, but this techtip suggests that maybe
>>> you should persist.
>
> Is there a good reference on the difference between DLM and CALL_EXTERNAL?
> Someone told us to make a DLM and we did so I never researched the
> possibility
> of doing a CALL_EXTERNAL. Possibly I could convert my code from DLM to a
> CALL_EXTERNAL to keep the Windows people happy?
>
> Does anyone know if GDL supports either of these mechanisms for using
> external code?

>
> Thanks,
> Joey