
Subject: IDL call_external and code distributed across several .so libraries

Posted by [Denis Barkats](#) on Sun, 02 Oct 2005 23:28:06 GMT

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Hi, I am running IDL on a mac os X (10.3) and I was happy to have gotten the "call_external" function to work under IDL using the simple exemple described in Fanning's pages (http://www.dfanning.com/tips/calling_c.html). But I'd like to use call_external with pieces of codes distributed accross several libraries. Here is my exemple: I have two C codes, generic.c and utils.c(see below) and generic.c calls a function in utils.c.

generic.c:

```
int PowerOf2()
{
    int output;
    output=someFunction();
    return output;
}
```

utils.c:

```
int someFunction()
{
    return 32;
}
```

Here is how I compile them

```
gcc -c utils.c
gcc -c generic.c
ld generic.o -bundle -o generic.so
ld utils.o -bundle -o utils.so ( I get the following error here ld:
Undefined symbols: _someFunction )
```

Now how do I modify call_external to call PowerOf2, since it now depends on code in both generic.so and utils.so?

IDL>

```
print,call_external('/Users/denis/idl/bicep/generic.so','PowerOf2',i_value)
```

Thank you

Denis
