Subject: Re: IDL call_external and code distributed across several .so libraries
Posted by Antonio Santiago on Mon, 03 Oct 2005 12:15:21 GMT
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Denis Barkats wrote:
> 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
This step "transforms" the C file to an "intermediate" format utils.o

> gcc -c generic.c
This has the same for generic.o

> ld generic.o -bundle -o generic.so
Now you are going to link, and so that you need the two *.o files.
The linker want to resolve symbols. That is the name "someFunction"
inside utils.c is a symbol that must be resolved. You need to provide
the two files so that linker now it.

This explanation is pretty poor but more or less this is the problem :)

> 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','Pow erOf2',/i_value)
>
>
> Thank you
>
> Denis
>

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