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Subject: Randy Frank's IDL\_TOOLS

Posted by [Paul\[2\]](#) on Tue, 20 Jun 2006 17:18:56 GMT

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Hi Group,

FYI: Randy Frank's IDL\_TOOLS

<http://www.rklking.com/freeware/randallfrank.html> are now built on IDL 6.3 for Windows with one new example (gtest\_63.pro).

I have put the latest build on ITT's User Contrib site:

<http://www.ittvis.com/codebank/search.asp?FID=431>.

This release consists of the following broad features:

- \* Sockets API for Windows and Unix
- \* An interface to gzip compression for files and variables
- \* An async sound playing API for Windows (DirectSound based)
- \* A polygon mesh decimation routine
- \* A TWAIN interface for Windows
- \* An array slabbing API
- \* A generic interface for calling Windows DLL functions directly
- \* A simple shared memory/memory mapped file interface

To use these APIs, drop the `idl_tools.dll` and `idl_tools.dlm` files into your IDL directory under Windows and then be sure to visit the included `README.txt` for more API info.

Thanks,

-P

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