
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.rlkling.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
