Hello and thank you for your time and effort and for your replies.

First, the fact that I have never used IDL before limits me somewhat,
but I am a pretty competent software engineer, so I've made some good
progress.

I don't have access to IDL 6.4, and am stuck with 6.1 for now.
However, I was able to implement a connection using Callable IDL from
a Visual Studios VC++ project. The connection uses a callback function
registered with IDL_ToutPush to display messages from IDL onto the
GUI's text box. After initializing IDL with IDL_Win32Init, I pass the
name of the .pro script via a call to IDL_ExecuteStr. IDL parses the
script correctly, but I immediately run into two problems.

First, the script calls an IDL function "read_dicom" but Callable IDL
fails and sends me a message "Variable is undefined: READ_DICOM." The
script runs just fine from the IDL IDE, so I'm thinking that something
is not set right. I found the file idl_dicom.dlm in the IDL bin
directory, and set the environment variable IDL_DLM_PATH to the
location of the .dlm files, but this made no difference. Does anyone
have any insight into this?

The second problem is worse. The original scripts use read functions,
and Callable IDL tells me that it can't open stdin. Is there any way
to interact with the running script, or pass parameters to the script
in my call to IDL_ExecuteStr?

Thank you for your help.

Sincerely,
Jim Brown