
Subject: Re: Problem Accessing Shared Objects
Posted by [Haje Korth](#) on Wed, 09 Jan 2008 23:51:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

David,
to compile code for a specific version of idl, you use the export.h file located in the idlxx\external directory and you link against the libidl.so from the idl version in question. I don't remember any quirks from 6.3 to 6.4 in unix. It was on windows, where external code got hosed because of renaming idl32.dll to idl.dll.

Good luck,
Hae

"David Fanning" <news@dfanning.com> wrote in message
news:MPG.21eef0e45cf53ccf989684@news.frii.com...

> Folks,
>
> I had an occasion today to access a shared object library
> on a UNIX machine. This worked correctly in IDL 6.3, but
> completely crashed IDL 7 when I tried to access it today.
>
> I've looked on my web page, and in the IDL newsgroup
> archives for information, but have completely struck out.
> And yet, I vaguely recall something about some kind of
> header file in IDL changing in the transition from IDL 6.3
> to 6.4, and need for re-compiling, etc. It's just not
> coming in clearly.
>
> We have tried re-compiling the SO, but we haven't yet
> been successful in not crashing IDL. Am I dreaming, or
> does someone else remember something about this?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
