
Subject: Re: DLM 32/64 bits

Posted by [lecacheux.alain](#) on Tue, 20 May 2008 20:51:58 GMT

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On 19 mai, 18:16, abra...@ittvis.com wrote:

> On May 15, 1:39 am, lecacheux.al...@wanadoo.fr wrote:

>

> I'm guessing that you can't mix and match 32- and 64-bit object code

> in the same process. However, there is an undocumented feature in IDL

> 7.0 for the idl_idlbridge object that might help.

>

> Abraham

Thanks for the tip. Since the idl_idlbridge object was already defined

in 6.4, would it be possible to use it with this version instead of

7.0 ?

alx.
