
Subject: Call_External and the C Math Library
Posted by [cavanaugh](#) on Thu, 06 Jun 1996 07:00:00 GMT
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Hey all,

Has anyone experienced problems getting IDL's call_external to behave when called on C code that uses the standard C math library? I have some C routines that use pow and sqrt, and when call_external was dumping core, I tracked the problem down to the lines that contained C math library calls. Math.h is included in the C code, and -lm is on the link line. I tried using an explicit interface in the C code (ie. double sqrt (double);), but that didn't help. Has anyone seen this before and found a fix?

Thanks in advance,

Charles Cavanaugh

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My^h^hTheir opinions

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