
Subject: Re: compiling external programs 64 bit OS X
Posted by [Nigel Wade](#) on Fri, 31 Oct 2008 09:43:05 GMT
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richardjcool@gmail.com wrote:

> I have done some searching and didn't see anything obvious, so please
> forgive if I missed something previously posted. I recently upgraded
> to idl 7.0.4 with Leopard on my mac and I'd like to take advantage of
> the 64 bit capabilities. The problem I am having is that any compiled
> external programs that I call using CALL_EXTERNAL crash with a bus
> error or seg fault. Specifically, I am compiling the IDLUTILS
> package software using the following cc and gcc flags:
>
> cc -c -arch x86_64 -m64 -O2 -DCHECK_LEAKS
> gcc -arch x86_64 -m64 -dynamiclib -undefined dynamic_lookup -
> single_module
>
> If I drop the arch x86_64 and -m64 flags to compile at 32bit and then
> using idl in 32 mode, things work, so this is what I have been using
> as a temporary workaround.
>
> I'd love any insight anyone has.

I don't know what IDLUTILS is, but are you certain that it can be compiled in 64bit mode and work correctly? The most likely explanation is that the code is not 64bit safe, usually because it makes assumptions about the size of pointers which are not valid in 64bit. with the typical result being bus errors and seg. faults.

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Nigel Wade
