Subject: compiling external programs 64 bit OS X

Posted by richardjcool@gmail.co on Thu, 30 Oct 2008 17:25:56 GMT

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 capabilites. 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.