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Subject: Re: easy switch to 32 bit?

Posted by [jtmcahill](#) on Sun, 21 Feb 2010 14:00:12 GMT

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On Feb 20, 6:22 pm, pp <pp.pente...@gmail.com> wrote:

> On Feb 20, 7:15 pm, Hawaiianite <jtmcah...@gmail.com> wrote:

>

>> Ok, just to check. Should widgets be able to work in 32 bit and I'm  
>> doing something wrong? I'm modifying a friend's program to do my  
>> bidding and it was made to open a gui to select a single image or a  
>> directory of images to process. The biggest problem is the file  
>> selected isn't remembered after being selected unless I manually type  
>> it into the gui. If not, I'll just have to modify it to read in the  
>> images without the widgets.

>

> If they are standard IDL widgets, they should work the same in 32 and  
> 64 bits. Have you checked whether you are getting into the same IDL  
> version and installation in 32 and 64 bits? The !version and !path  
> variables should indicate that.

>

> Also, which system are you using? It could be that some external  
> libraries IDL needs are only installed in 64 bits.

Ok, I'm pretty sure I know there are multiple versions installed.

I'll have to check when I get back to that computer. If it is a  
library problem, should all 64 bit libraries be able to run in 32  
bit? What would I need to do to make sure it loads in the same  
version but in 32 bit from the command line?

Basically it works in 64 bit but when calling > idl -32 and running  
it, it comes back with a long string of warnings like this when I  
start interacting with the gui:

> Warning:

> Name: Text

> Class: XmTextField

> Character '\63' not supported in font. Discarded.

and ultimately trips up at the openr command because it has the  
directory path, but not the file name that I selected.

While we are on the topic, I'm migrating to a Mac and I know how to  
call 32 bit IDL there... but how do you do it for a PC?

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