
Subject: Re: Building DLM on Windows 64-bit
Posted by [David Fanning](#) on Tue, 24 May 2011 18:09:10 GMT
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David Fanning writes:

> Paulo Penteado writes:
>
>> Right. I had been using 32-bit. Maybe Morty's plight would help:
>>
>> http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/a46c01113866688b/
>
> I'm sure it would, if I could just understand what it
> means. Seems to be written in a language I don't fully
> understand. :-)

Alright, after loading Microsoft SDK software practically all night long, then re-installing Visual Studio 2010 this morning (another couple of hours), then configuring everything to use the right libraries (thanks to Paulo and Mort), I **finally** got simpleExample to build and work in IDL! Hooray!

Of course, it doesn't do a damn thing, yet. But, hey, one step at a time. :-)

Cheers,

David

P.S. Let's see, 36 hours to write a 10 line program. That's a hell of a lot faster than writing a log colorbar using IDL 8 graphics, I guess. ;-)

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
