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_t hread/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.")