
Subject: Re: Connecting GPC to IDL
Posted by [Haje Korth](#) on Fri, 10 Jun 2011 13:52:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kelly: I have always found using gcc with IDL on Windows to be a difficult endeavor. Also, the use of make_dll is optional and in the past has made life more difficult rather than easier. I suggest grabbing the free edition of Visual Studio Express and creating the dll this way. Just remember to export the functions you will be accessing from IDL. This is definitely an advanced topic, so start with the simple examples in the external directory of the IDL distro.
Haje

On Jun 9, 10:35 am, kBob <krd...@gmail.com> wrote:

> On Jun 6, 2:11 pm, kBob <krd...@gmail.com> wrote:

>

>> I would like to use the General Polygon Clipper (GPC) thur IDL.

>

>> This is a software package written in C that is available from
>> Manchester that clips polygons.

>

>> Has anyone implement this in IDL, already?

>

>> I assume MAKE_DLL is the way to go.

>

>> Kelly Dean

>> Milliken, CO

>

> I am still looking into this, as time allows.

>

> I ahve reviewed some different ways to implement this, I have
> determine that the following routines can be used :

>

> LINKIMAGE

> SPAWN

> MAKE_DLL

> CALL_EXTERNAL

> CALL_EXTERNAL/MAKE_DLL

>

> There is a nice example to use CALL_EXTERNAL/MAKE_DLL, but MAKE_DLL is
> giving me problems as I am trying to use the gcc compiler. There is a
> ITTVIS Tech Tip that helps, but another problem appears while dealing
> with the IDL example.

>

> There is a GCP DLL provided thru the MatLab Contrib site. I am playing
> around with this in CALL_EXTERNAL, bypassing the MAKE_DLL.

>

> Sorry, that this is turning into a blog, but I find it helps to scatch

- > some notes down once in awhile for future reference.
 - >
 - > Kelly Dean
 - > Milliken, CO
-