Subject: Geodetic functions library GeoDLL 32 Bit and 64 Bit

Posted by Fred[2] on Thu, 30 Aug 2012 08:39:57 GMT

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Hi developers,

who develops programs with geodetic functionality like world-wide coordinate transformations or distance calculations, can use geodetic functions of my GeoDLL. The Dynamic Link Library can easily be used with most of the modern programming languages like C, C++, C#, Basic, Delphi, Pascal, Java, Fortran, Visual-Objects and others to add geodetic functionality to own applications.

GeoDLL supports 2D and 3D coordinate transformation, geodetic datum shift and reference system convertion with Helmert, Molodenski and NTv2 (e.g. BeTA2007, AT_GIS_GRID, CHENYX06), meridian strip changing, user defined coordinate and reference systems, distance calculation, Digital Elevation Model, INSPIRE support, Direct / Inverse Solutions and a lot of other geodetic functions.

The DLL is very fast, save and compact because of forceful development in C++ with Microsoft Visual Studio 2010. The geodetic functions of the current version 12.35 are available in 32bit and 64bit architecture. All functions are prepared for multithreading and server operating.

You find a free downloadable test version on http://www.killetsoft.de/p_gdlb_e.htm
Notes about the NTv2 support can be found here: http://www.killetsoft.de/p_gdln_e.htm
Report on the quality of the coordinate transformations: http://www.killetsoft.de/t_1005_e.htm

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