## Subject: Re: New free DLL for calling Python from IDL! Posted by Helder Marchetto on Tue, 15 Apr 2014 16:22:19 GMT

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On Tuesday, March 4, 2014 2:00:51 PM UTC+1, Jason Ferrara wrote:

> Is there any error message before the crash? If the workbench is closing right away before you get a chance to see any error messages try running from command line IDL.

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  On Tuesday, March 4, 2014 3:29:51 AM UTC-5, Helder wrote:
>> On Tuesday, March 4, 2014 6:38:24 AM UTC+1, Chris Torrence wrote:
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>>> On Monday, March 3, 2014 7:18:19 PM UTC-7, Jeff N. wrote:
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>>>> Ronn,
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>>> This is great news, thank you!!
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>>> Unfortunately, I cannot get the DLM to load on either of my windows machines: ( I have a
32-bit win8 machine, and a 64-bit win7 machine. Both are running IDL 8.2 and Python 2.7
(Specifically, the Python(x,y) installation). In both cases, attempting to call pyimport() to import any
python module crashes IDL. It happens pretty quickly, so i feel like it's something simple, but not
sure.
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>>> > >> > >>>> > >> > >>> > >> > >>>> > >> > >>> > >> > >>>> > >> > >>> > >> >>>> Any ideas? > >> > >>> > >> >>>> > >> > >>> > >> > >>>> > >> >

>>> > >> >>>> > >> > >>> > >> >>>> Thanks, >> > >>> > >> > >>>> > >> > >>> > >> >>>> Jeff > >> > >>> > >> >>>> > >> > >>> > >> > >>>> > >> >

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>>> Hi Jeff,
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>>> I believe that the DLM was built against IDL 8.3. It won't work against earlier versions of IDL
because the symbol tables have changed. So you'll need to upgrade your IDL version before it will
work.
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>>> For future versions of IDL, I'm trying to not change the symbol tables. So hopefully, when IDL
8.3.x comes out, we won't need a new build of Slither. I can't guarantee it, but that's the plan.
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>>> Cheers,
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>>> Chris
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>> Hi,
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>> I have the same problem as Jeff (sudden crash when calling pyimport()).
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>> Using 8.3:
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>> IDL> !VERSION
>>
>
>> {
>>
     ARCH: "x86_64",
>>
>
>>
     OS: "Win32",
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>>
>
     OS_FAMILY: "Windows",
>>
>
>>
     OS_NAME: "Microsoft Windows",
>>
>
>>
>
     RELEASE: "8.3",
>>
>
>>
      BUILD_DATE: "Nov 15 2013",
>>
>>
>
      MEMORY_BITS: 64,
>>
>>
     FILE_OFFSET_BITS: 64
>>
```

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>>
>
>> }
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>> Any ideas?
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>> Cheers,
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>> Helder
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## Dear Jason,

I had a look at this again. I installed python 64 bit and still have the same problem. I'll describe it again as follows:

- Open IDL DE 64-bit, type random=pyimport("random") --> IDL closes suddenly. No message. Too fast.
- Open IDL command line, type the same command --> IDL closes. As above.
- Python version: 64-bit. To check that, I did the following. I put in a file called test.py the following lines:

```
import struct
print "n-bits=", struct.calcsize("P") * 8

then I called from IDL the following:
IDL> spawn, 'python test.py', out, err
IDL> out, err
n-bits= 64

IDL> !version
{
    ARCH: "x86_64",
    OS: "Win32",
    OS_FAMILY: "Windows",
    OS NAME: "Microsoft Windows",
```

```
RELEASE: "8.3",
BUILD_DATE: "Nov 15 2013",
MEMORY_BITS: 64,
FILE_OFFSET_BITS: 64
}
```

So now the nr of bits of IDL and Python (version 2.7.6) match.

Any clue why this is not working? Has anybody managed the windows 7 64-bit installation?

Regards, Helder