
Subject: Re: Pros & cons of methods 1) DLM and 2) Call_External of calling C from IDL

Posted by [Helder Marchetto](#) on Thu, 04 Aug 2016 13:41:41 GMT

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On Thursday, August 4, 2016 at 3:24:01 PM UTC+2, neil.a...@gmail.com wrote:

> Thanks Mike and Nata,
>
> however, i'm still a bit stuck; typing the following gives:
>
> IDL> help, !make_dll, /structure
> ** Structure !MAKE_DLL, 4 tags, length=48, data length=48:
> COMPILE_DIRECTORY
> STRING 'C:\Users\Neil\.idl\idl_6_0_Win32_x86_m32_f64\c'...
> COMPILER_NAME STRING 'Microsoft Visual C++ 7.0'
> CC STRING 'cl %X -D_DLL -DWIN32 -D_MT /nologo /I"C:\Progr'...
> LD STRING 'link /out:%L /nologo /nodefaultlib /dll %O /de'...
>
> so i guess this means MSVC 7.0 was used to compile the IDL Version 6.0 which i'm running?
>
> As far as i see the COMPILE_DIRECTORY is where IDL keeps you own complied stuff.
However, does this mean there is a MSVC 7.0 lurking in either the MS directories or the RSI
directories in Program Files (x86), ready to be used when you type make_dll?
>
> As far as i know i only have an MSVC 10.0 compiler and it's not in the ,
C:\Users\Neil\.idl\idl_6_0_Win32_x86_m32_f64\c'... directory. Currently make_dll does not
compile anything. How should make_dll know the path and the file name of the C compiler?
>
> many thanks,
> Neil

Hi Neil,

I have no knowledge of DLLs, C or anything else in your question. However, I think that you can find some info here(see e.g. example 2):

http://www.harrisgeospatial.com/docs/MAKE_DLL.html

Notice that at the end of the page the version history is shown (necessary if don't have the latest IDL version.

Hope it helps,
Helder
