Subject: Re: external c shared libraries
Posted by davidf on Thu, 05 Aug 1999 07:00:00 GMT

D. Mattes (dmattes@u.washington.edu) writes:

> 1) in doing development, debugging, etc. i notice that once the shared
> library is changed (recompiled), IDL will crash and burn if i try and
> access the changed shared lib. i can understand this happening, but is
> there a way to prevent this?

Not currently. But I hear totally unsubstantiated rumors that
the times, they are a changin'. :-)

> 2) my shared library function returns the correct values into IDL, but
> then a few moments later, as IDL is waiting statically for user input, IDL
> will just seem to spontaneously crash. why? mind you, this only occurs
> with IDLDE. with the line command version IDL, i never get a crash.

Don't know. You getting some kind of error message, or
IDL just folds up its tents and goes home?

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: external c shared libraries
Posted by Haje Korth on Fri, 06 Aug 1999 07:00:00 GMT

David,
Note of sympathy: I have the same problem on the Sun version and I haven't
found a way around it. A few time I crashed the workstation completely by
recompiling while IDL and the library being active.

Regards,
Haje

"D. Mattes" wrote:

> hello IDL gurus: i have a couple questions re: calling external c
> functions from IDL. platform: unix OSF/1,   version: IDL 5.2
>
> 1) in doing development, debugging, etc. i notice that once the shared
> library is changed (recompiled), IDL will crash and burn if i try and
> access the changed shared lib. i can understand this happening, but is
> there a way to prevent this?

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Subject: Re: external c shared libraries
Posted by Nando Iavarone on Fri, 06 Aug 1999 07:00:00 GMT
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<HTML>
D. Mattes wrote:
<BLOCKQUOTE TYPE=CITE>2) my shared library function returns the correct
values into IDL, but

then a few moments later, as IDL is waiting statically for user input,
IDL

will just seem to spontaneously crash. why? mind you, this
only occurs

with IDLDE. with the line command version IDL, i never get a
crash.</BLOCKQUOTE>
I had the same problem when in the external code I used string,and I forgot
to close them (\0 terminator) in the string structure of IDL.

But the crash was not prevedible (i.e.: you can use the string in IDL
and to see it ok,

but another parameter is corrupted).

have you the external code of the function you call from IDL?

<P>warn us if you find the problem and the solution.

ciao.
<PRE>--
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