Subject: How to redirect stdout & stderr from a Windows app?
Posted by Dave Greenwood on Tue, 23 Jan 2001 22:32:45 GMT

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I have a windows app (NT 4, IDL 5.3) that apparently screws up occasionally. That is, it doesn't respond to certain buttons, sliders, etc. Of course it hasn't failed any of the times I've tried it in the IDE. Is there any way to redirect stdout and stderr so I can capture IDL messages, PRINT output, etc. in a file? I've tried invoking runtime IDL from a DOS window with "> foo.bar" but I never get any output in foo.bar although my app starts. And, of course, I can't close or reopen units -1 or -2.

Thanks,
Dave

Dave Greenwood   Email: Greenwoodde@ORNL.GOV
Oak Ridge National Lab   %STD-W-DISCLAIMER, I only speak for myself

Subject: Re: HOW
Posted by dsreyn on Fri, 26 Jan 2001 15:03:13 GMT

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When a program is compiled and linked, library files (collections of supporting routines) can be handled in two ways:

1) Static linking - everything required by the program is included in the executable file.

2) Dynamic linking - supporting routines are compiled and stored in a separate file. The executable is told where these routines reside, so that they can be loaded and called when required. Unloaded modules just sit idly on disk without using memory.

In Unix, dynamic linking is done using "shared objects", which are typically denoted with the extension ".so". Windows does this with .dll files (dynamic link libraries).

Doug

In article <94qnrn$rju$1@news3.cadvision.com>,
 "Mark Chan" <chanm@cadvision.com> writes:
> Anyone dare to answer my questions? Email me directly if needed. What is the
> function of .so file and what is it's intended use?
>
> MC