Subject: Re: console output under Windows
Posted by Rick Towler on Wed, 26 Mar 2003 18:08:12 GMT
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"Bill Atkins" <atkins@lanl.gov> wrote in message

> Is there a way to get console output on Windows? I.e. the output from
> printf statements in a C DLM routine.

You mean something like this?

 sprintf(messageBuff, "input values: %f %f %f",data[0], data[1], data[2]);
 IDL_Message(IDL_M_NAMED_GENERIC, IDL_MSG_RET, messageBuff);

-Rick

Subject: Re: console output under Windows
Posted by Bill Atkins on Wed, 26 Mar 2003 19:54:02 GMT
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This doesn't quite do it for my case. Some of the routines where I'd like to
put print statements are in a DLL built from c++, called by a DLM C routine.
(export.h didn't compile with c++.)

Bill

Rick Towler wrote:

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Subject: Re: console output under Windows
Posted by Rick Towler on Wed, 26 Mar 2003 20:59:18 GMT
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"Bill Atkins" wrote

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What version of IDL?

I've created a few simple C++ DLMs w/o incident. Can you just create a
single C++ DLM compiled with export.h?

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Subject: Re: console output under Windows
Posted by Bill Atkins on Wed, 26 Mar 2003 23:57:26 GMT

I initially tried gcc on a linux machine and got a compile error in export.h
(line 2834 - parse error before 'template'). This doesn't occur if I give the
file a .c extension to force the c compiler, so I proceeded to add a c layer
between IDL and the c++ code (which was already written and given me so I didn't
want to convert it to c). Now that you prompted me to try it again, I find I
don't get the error with the Sun c++ compiler, so maybe something's goofy with
gcc or my incantation of it.

Anyway, I kind of like the idea of having a separate IDL-interface layer so the

bulk of the code is IDL-unaware. But you are right - I can probably make it
work with c++. And it's obvious they intended it to work with c++ because
export.h starts with a line #ifdef __cplusplus.

Bill

Rick Towler wrote:

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