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Subject: Do I need a DLM Wrapper for this?

Posted by [Brian](#) on Wed, 10 Dec 2003 09:20:19 GMT

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I am somewhat new to IDL, so you can imagine how confusing I find the notion of DLM wrappers...

In any case, I have made several posts about the FFTW3 dll, and I am getting closer to being able to get it working, but now I have come across DLMs, and am wondering if I need one (and in general wondering under which circumstances I need one).

Do I need to write a DLM wrapper to truly use this fftw3 dll? In the manual it says

The basic usage of FFTW to compute a one-dimensional DFT of size N is simple, and it

typically looks something like this code:

```
#include <fftw3.h>
```

```
...
```

```
{
```

```
fftw_complex *in, *out;
```

```
fftw_plan p;
```

```
...
```

```
in = fftw_malloc(sizeof(fftw_complex) * N);
```

```
out = fftw_malloc(sizeof(fftw_complex) * N);
```

```
p = fftw_plan_dft_1d(N, in, out, FFTW_FORWARD, FFTW_ESTIMATE);
```

```
...
```

```
fftw_execute(p); /* repeat as needed */
```

```
...
```

```
fftw_destroy_plan(p);
```

```
fftw_free(in); fftw_free(out);
```

```
}
```

(When you compile, you must also link with the fftw3 library,

e.g. -lfftw3 -lm on

Unix systems.)

First you allocate the input and output arrays. You can allocate them in any way that

you like, but we recommend using `fftw_malloc`, which behaves like `malloc` except that it

properly aligns the array when SIMD instructions (such as SSE and AltiVec) are available

(see Section 3.1.1 [SIMD alignment and `tw_malloc`], page 15).

I am just confused how I pass an array in IDL to this dll.

-brian

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