
Subject: Re: Thanks Henry Chapman! (for the FFTW3 DLM)

Posted by [Brian](#) on Thu, 18 Dec 2003 10:39:05 GMT

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Ok, seems that IDL54 differs from IDL6. My export.h header does not have a declaration for

```
IDL_KW_RESULT_FIRST_FIELD
```

Is this an IDL6 thing?

-brian

"Brian" <brian.huether@NOdlrSPAM.de> schrieb im Newsbeitrag
news:54696a862897cd16c1951085e9165b79@news.teranews.com...

> Henry,

>

> I just noticed the reply you made to a post a I made a couple weeks ago
> about the slowness of IDL's fft. I have spent quite some time figuring out
> how to create a fftw3 dll and just succeeded at that yesterday. I was about
> to spent quite a bit of time writing an extensive DLM and I saw that you
> posted that very thing! So you saved me quite a bit of work. I noticed
your

> DLM has provisions for threads. Is that an altivec thing? I am wondering
if

> your DLM will work transparently with my win32 dll. Though when I build
the

> dll, I did not specify multithreading in the config.h file. Also, how did
> you combine the double and float functions? On windows, I suppose I would
> create 2 static libraries (float and double) and then link them into one
> overall dll?

>

> thanks,

>

> brian

>

>

>

Subject: Re: Thanks Henry Chapman! (for the FFTW3 DLM)

Posted by [h_chapman](#) on Sat, 20 Dec 2003 05:22:40 GMT

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"Brian" <brian.huether@NOdlrSPAM.de> wrote in message
news:<3741b78e71e3516a334f0146c49d3068@news.teranews.com>...

> Ok, seems that IDL54 differs from IDL6. My export.h header does not have a
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>
> Is this an IDL6 thing?
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I wrote it all before IDL 6.0 came along - I can't quite remember which version it was, but it works under 5.6. For earlier versions you might be able to dig up S. Haugan's original post (search google groups) and compare with what I did to find some sort of middle ground.

> -brian
>
> "Brian" <brian.huether@NOdlrSPAM.de> schrieb im Newsbeitrag
> news:54696a862897cd16c1951085e9165b79@news.teranews.com...
>> Henry,
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>> I just noticed the reply you made to a post a I made a couple weeks ago
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>> posted that very thing! So you saved me quite a bit of work. I noticed
> your
>> DLM has provisions for threads. Is that an altivec thing?

The threads is an fftw thing. They don't recommend that you use it unless you have multiple processors. On a dual processor machine I see a 20 to 30% speedup.

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>> your DLM will work transparently with my win32 dll. Though when I build
> the
>> dll, I did not specify multithreading in the config.h file. Also, how did
>> you combine the double and float functions? On windows, I suppose I would
>> create 2 static libraries (float and double) and then link them into one
>> overall dll?
>>

Sorry I don't know anything about windows. On unixes you create quite a few libraries for the combinations of float and double, threaded and non-threaded. Sorry I'm not being of much use, but hopefully someone out there can get it working on windows and post results.

Henry.
