Subject: IDL Virtual Machine
Posted by mannstein on Mon, 20 Sep 2004 21:33:33 GMT

Hello

is there any idea around, how to avoid, that the Virtual Machine
takes a license out from our license server without disconnecting the
machine from the net?

I tried it without success by setting the LM_LICENSE_FILE
to a dummy, but obviously the command idl -vm=... found a way to get
access to the license pool.

Hermann

--

!!!!! Please try to avoid .doc attachments !!!!!
 --- ----
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 --- ----

Subject: Re: IDL Virtual Machine
Posted by btt on Fri, 22 Oct 2004 15:59:18 GMT

Pepe wrote:

> Dear All,
> I have a client server application which I am developing using IDL and
> C/C++. This application needs to be available to various end users
> which run on different systems (Linux, Windows, Unix, Mac).
> The question is: can the IDL Virtual Machine handle this for me or do
> I need to create a sav file for every different operating system ?
> If I make calls to C/C++ code via IDL, does the end user need to have
> a C/C++ compiler to handle the calls ?
> Sorry if this is a dumb question, but any help is really welcome.

No such thing as a dumb question.

I'm not sure if this answers your question, but look here...

http://tinyurl.com/59mom

Ben

Subject: Re: IDL Virtual Machine
Posted by Rick Towler on Fri, 22 Oct 2004 16:21:44 GMT
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Pepe wrote:

> I have a client server application which I am developing using IDL and
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> which run on different systems (Linux, Windows, Unix, Mac).
> The question is: can the IDL Virtual Machine handle this for me or do
> I need to create a sav file for every different operating system ?

You do need to create one .sav file and many .dlms (well one .dlm and
then .so and .dll and...). The libraries that your build when creating
.dlms (or libs for CALL_EXTERNAL) are platform specific so those need to
be built for every OS you'll be supporting.

> If I make calls to C/C++ code via IDL, does the end user need to have
> a C/C++ compiler to handle the calls ?

Not if you provide a pre-compiled library for their platform.

-Rick

Subject: Re: IDL Virtual Machine
Posted by JD Smith on Fri, 22 Oct 2004 21:04:34 GMT
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On Fri, 22 Oct 2004 09:21:44 -0700, Rick Towler wrote:

> Pepe wrote:
>
>> I have a client server application which I am developing using IDL and
>> C/C++. This application needs to be available to various end users
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> be built for every OS you'll be supporting.
>
>> If I make calls to C/C++ code via IDL, does the end user need to have
>> a C/C++ compiler to handle the calls ?
>
> Not if you provide a pre-compiled library for their platform.

If it's a simple C file or two to be linked to (or called externally), I
have had success distributing the C file and using MAKE_DLL to compile it
automatically (which of course only works if the target user actually has
a compiler). If these conditions are met, it actually works fairly well.
I've posted about it several times before; search for MAKE_DLL.

JD

Subject: Re: IDL Virtual Machine
Posted by sdj on Mon, 25 Oct 2004 10:08:12 GMT
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Dear All,

Thanks to everybody, your help has been greatly appreciated.

Regards,
Pepe

****
Pepe S. D. Juevara

- No debe cambiarse de caballo al cruzar el rï¿½o -
****

> On Fri, 22 Oct 2004 09:21:44 -0700, Rick Towler wrote:
>
>> Pepe wrote:
>>
>>> I have a client server application which I am developing using IDL and
>>> C/C++. This application needs to be available to various end users
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```
>>
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>
> If it's a simple C file or two to be linked to (or called externally), I
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> automatically (which of course only works if the target user actually has
> a compiler).  If these conditions are met, it actually works fairly well.
> I've posted about it several times before; search for MAKE_DLL.
>
> JD
```

Subject: Re: IDL Virtual Machine
Posted by Heinz Stege on Sat, 04 Oct 2008 17:31:24 GMT

On Fri, 03 Oct 2008 18:50:32 +0200, manu wrote:

> Hello,
>
> I have a big application running on many platform. When a bug appears,
> it's possible to read the error message under Linux.
>
> But, in Windows IDL Virtual Machine, in case of bug, the application
> crashs sometimes without any message. Do you kwow if it is possible to
> trace an IDL application running on Windows XP Virtual Machine ?
>
> Thanks,
>
> Emmanuel.

You can handle the errors with the CATCH procedure. Place something
like the following into the beginning of your code:

```
catch,error_status
if error_status ne 0 then begin   ; will be executed on error
  msg=!error_state.msg   ; IDL's error message
  ; you can print the error to the log file:
  if !journal ge 1 then journal,'; '+msg
  ; or place an error message on the screen:
  button=dialog_message(msg,title='IDL Virtual Machine',/error)
  ; or do anything else ...
endif
```

Good luck, Heinz