
Subject: CALL_EXTERNAL and C++ code

Posted by [Mathieu Malaterre](#) on Tue, 02 Aug 2005 17:29:35 GMT

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Hello,

I am trying to get an idl application that used to work on win32 to work on my linux (debian) box. Unfortunately I am getting:

```
% XMANAGER: Caught unexpected error from client application. Message follows...
```

```
% CALL_EXTERNAL: Error loading sharable executable.
```

```
Symbol: watershed, File =
```

```
/home/mathieu/Projects/FarSight/bin/bin/lib3D_wtd.so
```

```
/usr/local/rsi/idl_6.1/bin/bin.linux.x86/libidl.so.6.1: undefined symbol: watershed
```

```
% Execution halted at: WTDSEG          3207
```

```
/home/mathieu/Projects/FarSight/FarSight.pro
```

```
%          GUI_EVENT          8550
```

```
/home/mathieu/Projects/FarSight/FarSight.pro
```

```
%          XMANAGER_EVLOOP_STANDARD 478
```

```
/usr/local/rsi/idl_6.1/lib/xmanager.pro
```

```
%          XMANAGER          708
```

```
/usr/local/rsi/idl_6.1/lib/xmanager.pro
```

```
%          FARSIGHT          9253
```

```
/home/mathieu/Projects/FarSight/FarSight.pro
```

```
%          $MAIN$
```

If I checked for the symbol:

```
$ nm /home/mathieu/Projects/FarSight/bin/bin/lib3D_wtd.so | c++filt
```

```
grep watershed
```

```
0000519c T watershed(int, void**)
```

I am reading in parallel the document: External Development Guide (edg.pdf), but there is no mention of problem **before** calling the function.

Does anyone knows what compile flags to use and which compiler to use on linux, and if I can use shared lib ? I could not find much in the newsgroup except:

```
http://groups-beta.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/57d81859e3d3a502/191ac3c2f11d2bb8
```

But again this refer to C not C++ which has a completely different name mangling...

Thanks for your help,
Mathieu
