
Subject: Re: Handling c++ events in IDL (Virtual Machine)
Posted by [Robert Barnett](#) on Wed, 28 Dec 2005 00:40:41 GMT
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Dear Chintan,

I am guessing that you are quite well versed in C++. I suspect that if you want to use visual C++ as a GUI then you are better having the whole application in C++. If there is an algorithm which is particularly difficult to transcode into C++ then you can use "CALLABLE IDL" (see the IDL external developers guide).

The license for the IDL virtual machine prevents the use of calling arbitrary IDL commands from C. You can buy an IDL runtime license to allow you to call `IDL_ExecuteStr(char *cmd);` from C. Even if you do get the license, encoding every GUI event into a syntactically correct IDL statement is a challenging task.

It sounds like you're using the Windows platform. If so, you can use the ActiveX/COM+ interface. This might be more appropriate if you want to get pretty windows widgets into your IDL program. It can also be distributed with the IDL virtual machine.

Robbie

raval.chintan@gmail.com wrote:

> Dear All,
>
> I want to display the image that is being read by idl and want to
> display on the C++ GUI(using DLL/DLM), and what ever the events that
> are generated in C++ GUI they should be recieved and processed by IDL.
> i also want to distribute this application on IDL virtual machine. is
> it possible ? if yes then can any one guide me how one can achieve
> this?
>
> Regards,
> Chintan Raval.

Subject: Re: Handling c++ events in IDL (Virtual Machine)
Posted by [raval.chintan](#) on Wed, 28 Dec 2005 15:37:58 GMT
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Robbie Barnett wrote:

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 >> this?
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 >> Regards,
 >> Chintan Raval.

Dear Robbie,

Thank you for your reply.

I am having NVidia quadro 986 XGL graphics card. This card supports quad buffering for stereo image viewing. I have a stereo pair satellite imagery, in GEOTiff file format, and I want to visualize them in stereo.

I found that IDL is good for most of my requirements (non stereo) but when it comes to stereo rendering IDL does not provide any support for stereo rendering.

Hence the need for switching to GUI in C++ as written in previous mail.

I would appreciate if you or anyone can help me in finding a way for

detecting and using the stereo buffering card in IDL.

with regards,
Chintan Raval.
