
Subject: DLM 32/64 bits

Posted by [lecacheux.alain](#) on Thu, 15 May 2008 07:39:43 GMT

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This is maybe a question more related to Windows than to IDL: is there a way to use, within IDL, a 32 bits DLM (i.e. 32 bits dll) while running a 64 bits system (XP64 or Vista) ? Of course, DLL sources are not available for being recompiled in 64 bits.

Thanks for any insight.

alx

Subject: Re: DLM 32/64 bits

Posted by [Abraham campbell](#) on Wed, 21 May 2008 14:39:27 GMT

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On May 20, 2:51 pm, lecacheux.al...@wanadoo.fr wrote:

> On 19 mai, 18:16, abra...@ittvis.com wrote:

>

>> On May 15, 1:39 am, lecacheux.al...@wanadoo.fr wrote:

>

>> I'm guessing that you can't mix and match 32- and 64-bit object code

>> in the same process. However, there is an undocumented feature in IDL

>> 7.0 for the idl_idlbridge object that might help.

>

>> Abraham

>

> Thanks for the tip. Since the idl_idlbridge object was already defined

> in 6.4, would it be possible to use it with this version instead of

> 7.0 ?

> alx.

Alx,

Unfortunately, there were large internal core changes required to make the magic "ops=xx" keyword work in IDL 7.0. So, unfortunately, it's not support on pre-IDL 7.0 releases. Sorry.

Abraham
