
Subject: Re: easy switch to 32 bit?

Posted by [penteado](#) on Sat, 20 Feb 2010 17:49:07 GMT

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On Feb 20, 12:15 pm, Hawaiianite <jtmcah...@gmail.com> wrote:

> it manually. So, I wondering if there is a way to open in 64 bit and
> switch to 32 for the small portion of the program I need to finish the
> deed then switch back into 64.

As far as I know, it cannot be done. Not even with an IDL_IDLBridge.
The choice at startup determines which set of IDL binaries get used.
The 64 and 32 bit binaries are, effectively, two completely
independent applications, that only happen to use some common files
(source, help, and resource files, mostly). So there is no way to jump
from inside one to another.

If there is really no other way around it, you could put the data into
a save file, then, in a 32 bit session, restore the save file and then
call the 32 bit routines you need. It is not pretty, but it could be
done without getting out of the 64 bit session, by creating a small
batch file that does the restoring and whatever else is needed in 32
bit, then spawning an idl -32 to run that batch file.

Subject: Re: easy switch to 32 bit?

Posted by [jtmcahill](#) on Sat, 20 Feb 2010 21:15:06 GMT

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On Feb 20, 12:49 pm, pp <pp.pente...@gmail.com> wrote:

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>

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> batch file that does the restoring and whatever else is needed in 32
> bit, then spawning an idl -32 to run that batch file.

Ok, just to check. Should widgets be able to work in 32 bit and I'm doing something wrong? I'm modifying a friend's program to do my bidding and it was made to open a gui to select a single image or a directory of images to process. The biggest problem is the file selected isn't remembered after being selected unless I manually type it into the gui. If not, I'll just have to modify it to read in the images without the widgets.

Subject: Re: easy switch to 32 bit?
Posted by [penteado](#) on Sat, 20 Feb 2010 23:22:36 GMT
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On Feb 20, 7:15 pm, Hawaiianite <jtmcah...@gmail.com> wrote:
> Ok, just to check. Should widgets be able to work in 32 bit and I'm
> doing something wrong? I'm modifying a friend's program to do my
> bidding and it was made to open a gui to select a single image or a
> directory of images to process. The biggest problem is the file
> selected isn't remembered after being selected unless I manually type
> it into the gui. If not, I'll just have to modify it to read in the
> images without the widgets.

If they are standard IDL widgets, they should work the same in 32 and 64 bits. Have you checked whether you are getting into the same IDL version and installation in 32 and 64 bits? The !version and !path variables should indicate that.

Also, which system are you using? It could be that some external libraries IDL needs are only installed in 64 bits.

Subject: Re: easy switch to 32 bit?
Posted by [jtmcahill](#) on Sun, 21 Feb 2010 14:00:12 GMT
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On Feb 20, 6:22 pm, pp <pp.pente...@gmail.com> wrote:
> On Feb 20, 7:15 pm, Hawaiianite <jtmcah...@gmail.com> wrote:
>
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- > variables should indicate that.
- >
- > Also, which system are you using? It could be that some external
- > libraries IDL needs are only installed in 64 bits.

Ok, I'm pretty sure I know there are multiple versions installed. I'll have to check when I get back to that computer. If it is a library problem, should all 64 bit libraries be able to run in 32 bit? What would I need to do to make sure it loads in the same version but in 32 bit from the command line?

Basically it works in 64 bit but when calling > idl -32 and running it, it comes back with a long string of warnings like this when I start interacting with the gui:

- > Warning:
- > Name: Text
- > Class: XmTextField
- > Character '\63' not supported in font. Discarded.

and ultimately trips up at the openr command because it has the directory path, but not the file name that I selected.

While we are on the topic, I'm migrating to a Mac and I know how to call 32 bit IDL there... but how do you do it for a PC?

Subject: Re: easy switch to 32 bit?

Posted by [penteado](#) on Mon, 22 Feb 2010 14:33:07 GMT

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On Feb 21, 11:00 am, Hawaiianite <jtmcah...@gmail.com> wrote:

- > Ok, I'm pretty sure I know there are multiple versions installed.
- > I'll have to check when I get back to that computer. If it is a
- > library problem, should all 64 bit libraries be able to run in 32
- > bit? What would I need to do to make sure it loads in the same
- > version but in 32 bit from the command line?

No. 64 bit binaries (libraries inclusive) only run in 64 bit. To use them in 32 bit, you need to also have their 32 bit versions installed.

If you are calling IDL from the command line, with the only difference being the -32 switch, then you are calling the same IDL installation. The possibility I had in mind of calling different versions was through shortcuts, which could have been defined to point to different places.

Anyway, you can check that it is the same version if from the IDL session you check the of the !version variable.

>

> While we are on the topic, I'm migrating to a Mac and I know how to
> call 32 bit IDL there... but how do you do it for a PC?

In the command line, with the -32 switch. If you are launching from a menu, using the shortcut marked 32 bit.
