
Subject: Callable IDL

Posted by [robijn](#) on Tue, 23 Jan 1996 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I'm experimenting with callable IDL on a MS Windows platform. Unfortunately, the documentation is incomplete and not very helpful. What I want to do is display graphics in an MDI window using IDL. Has anyone tried that before? Are there any examples how to do this?

So far I only tried to compile the single example program that comes with IDL (simple.c) with Borland C++ 4.53. BC++ Does not accept the idl32.lib that comes with IDL, so I generated a new one using implib. However, the linker complains that it cannot find the functions _IDL_XXX (which are declared in export.h as IDL_XXX). Does that mean that I have to write wrapper functions for all IDL_XXX functions because RSI uses a weird compiler that does not prepend function names with an underscore, or is there another way around it? Thanks in advance,

Frank

--

/ / / Frank Robijn URL: <http://WWW.Strw.LeidenUniv.NL/~robijn/>
/ / / Resource Analysis Internet: Robijn@Strw.LeidenUniv.NL
/ / \ Phone (31) 15 2122 622 Fax : (31) 15 2124 892
/ / \ Snail: Zuiderstraat 110, 2611 SJ Delft, The Netherlands

Subject: Re: Callable IDL

Posted by [TFE](#) on Tue, 12 Feb 2002 16:42:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

In the Project Settings/Link, add: Ctl3d32.lib for "3d effects to Windows controls" located in ctl3d.h. Also, for callable IDL, see the readme found in IDL54\external\callable\bin_x86 about linking with idl_callxx.lib instead of idl32.lib.

Tom

news:3c691021@news.upm.es...

> Hi all,

> Just trying to understand Callable IDL for Windows i try to compile and link

> the simple application included within the External Development Guide for
 > IDL5.4.I follow all the rules: i include export.h,and idl32.lib,and i
 place
 > the idl32.dll in the application directory.But i got an error message (6
 > unresolved externals):
 >
 > error LNK2001: unresolved external symbol _Ctl3dUnregister@4
 > simple.obj : error LNK2001: unresolved external symbol
 _Ctl3dAutoSubclass@4
 > simple.obj : error LNK2001: unresolved external symbol _Ctl3dRegister@4
 > simple.obj : error LNK2001: unresolved external symbol _Ctl3dCtlColorEx@12
 > simple.obj : error LNK2001: unresolved external symbol _Ctl3dSubclassCtl@4
 > Debug/simple.exe : fatal error LNK1120: 5 unresolved externals
 > Error executing link.exe.
 >

have

> already created a dlm,but i need bidirectional communication,if possible).
 >
 > Thanks in advance,

>
 >

Subject: Re: callable IDL

Posted by [Nigel Wade](#) on Wed, 20 Jul 2005 09:07:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

jicicu wrote:

> Hi everybody,
 >
 > I am trying to create an executable with g++ in linux suse that starts
 > and idl session. I don't know the link options for creating such
 > executable. I tried:
 >
 > g++ -Wall -L../lib -L../CFIs/
 > -L/usr/local/rsi/idl_6.0/bin/bin.linux.x86
 > -L/usr/local/rsi/idl_6.0/bin/bin.linux.x86/lib -L/usr/X11/lib
 > -L/usr/local/mysql/lib -o ./GOME2GPP ./Breakpoint.o ./MySQL_database.o
 > ./call_idl.o ./callableIDLDriver.o -lmetop_orbit -lmetop_pointing
 > -lmetop_lib -lm -lnsl -lstdc++ -lpthread -L../lib -lxerces-c -lc -lg2c
 > -lidl -lX11 -lXp -lXpm -lXext -lXt -lSM -lICE -ldl -lrt -lpthread
 > -lmysqlclient -lz
 >
 > and I get some messages like these:
 > /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference

> to `_XmGeoSetupKid'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `_XmDragStart'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `mglRotatef'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `mglRasterPos2i'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `_XmCreateOptionsMenu'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `_XmTextGetSelectionPosition'
> /usr/local/rsi/idl_6.0/bin/bin.linux.x86/libidl.so: undefined reference
> to `_XmListDeselectPos'
>
> Does anyone know the right compilation options. Any help will be most
> welcomed.
>
> Many thanks in advance,
> Juan

I think you need the Motif libraries, in particular libXm.so. Read the
Makefile in bin/bin.linux.x86 for details.

--

Nigel Wade, System Administrator, Space Plasma Physics Group,
University of Leicester, Leicester, LE1 7RH, UK
E-mail : nmw@ion.le.ac.uk
Phone : +44 (0)116 2523548, Fax : +44 (0)116 2523555
