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Subject: Re: Question on: IDL link with External C program

Posted by [Anonymous](#) on Fri, 22 Nov 1996 08:00:00 GMT

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Originally posted by: . (ginger)

> The functions to look for are call\_external and linkimage, both documented in  
> the online help. Especially if you are working with linkimage there is also  
> the Advanced Development Guide which comes with IDL in an online version that  
> can be read with the Online Help application (using the file->open menu item).  
> After working with both call\_external and linkimage I normally prefer  
> linkimage but call\_external is good for quick and (not necessarily) dirty  
> things. The biggest trouble you have in the beginning is finding the right  
> compiler and linker flags to use on your platform (see user guide) but after  
> that it works quite nicely.

>

> For less complicated tasks you can also invoke standalone programs through  
> spawn and catch output in an IDL string.

>

> Best regards,

>

> Christian

>

> -----

> Christian Soeller                      [mailto: csoelle@sghms.ac.uk](mailto:csoelle@sghms.ac.uk)

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Thanks for the information. I'm using window95 platform. I thought  
LINKIMAGE only work under WindowNT. What platform are you running IDL on. Am I  
stucked with CALL\_EXTERNAL with WIn95.

Dave

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Subject: Re: Question on: IDL link with External C program

Posted by [Christian Soeller](#) on Fri, 22 Nov 1996 08:00:00 GMT

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. (ginger) writes:

>

> Hello to all the IDL users. I'm wondering if there is anyone there have  
> experiences on how to use external C or other type of programs within IDL.  
> I'm looking for ways that I can control a frame grabber and import the frame  
> grabbed images into IDL for process.

The functions to look for are `call_external` and `linkimage`, both documented in the online help. Especially if you are working with `linkimage` there is also the Advanced Development Guide which comes with IDL in an online version that can be read with the Online Help application (using the file->open menu item). After working with both `call_external` and `linkimage` I normally prefer `linkimage` but `call_external` is good for quick and (not necessarily) dirty things. The biggest trouble you have in the beginning is finding the right compiler and linker flags to use on your platform (see user guide) but after that it works quite nicely.

For less complicated tasks you can also invoke standalone programs through `spawn` and catch output in an IDL string.

Best regards,

Christian

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