
Subject: IDL V5 call_external
Posted by [pford](#) on Tue, 20 May 1997 07:00:00 GMT
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I cannot get 'call_external' to work with V5 of IDL for the Macintosh using the same code that works fine with V4. Is this a problem for other Mac user or other platforms?

Patrick Ford, MD
Department of Radiology
Baylor College of Medicine
pford@bcm.tmc.edu

Subject: Re: IDL V5 call_external
Posted by [David Foster](#) on Fri, 23 May 1997 07:00:00 GMT
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Patrick V. Ford wrote:

>
> I cannot get 'call_external' to work with V5 of IDL for the Macintosh
> using the same code that works fine with V4. Is this a problem for
> other Mac user or other platforms?
>

I haven't had any problems with CALL_EXTERNAL in IDL version 5.0 on Suns under Solaris 2.5, or on SGI's.

Dave

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
[foster@bial1.ucsd.edu](mailto:foster@bial1.ucsd.edu)   Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2200  
                    La Jolla, CA 92037  
~~~~~

"I have this theory that if we're told we're bad,
then that's the only idea we'll ever have.
But maybe if we are surrounded in beauty,
someday we will become what we see." - Jewel Kilcher

Subject: Re: IDL V5 call_external
Posted by [Peter Mason](#) on Mon, 26 May 1997 07:00:00 GMT
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On 20 May 1997, Patrick V. Ford wrote:

- > I cannot get 'call_external' to work with V5 of IDL for the Macintosh
- > using the same code that works fine with V4. Is this a problem for other
- > Mac user or other platforms?

I haven't had problems under Digital Unix, but have had problems under Windows. For what it's worth, I used to build my Windows .DLLs using the Watcom C++ compiler. I never used ".DEF files"; I just needed to specify the appropriate calling-convention for the routines called from IDL. These .DLLs crash IDL 5. Apparently you **have to** use the arcane .DEF file way of building Windows .DLLs for IDL 5.

Peter Mason
