
Subject: Re: call_external question

Posted by [davidf](#) on Wed, 18 Mar 1998 08:00:00 GMT

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Ebeth Jones (Elizabeth.Jones@lmco.com) writes:

> I have a bunch of IDL code that was written to run under SUN OS
> and I'm trying to get it to run under Win95. I noticed that
> there is a call_external in my stuff. I'm still relatively
> new to IDL and hopefully this isn't a really stupid question,
> but my understanding is that call_external calls compiled object
> code. My question is, can i use the .o file that was compiled
> under unix, or do i need to recompile it on the PC, and if I
> do does IDL have a preferred C compiler for this task?

Oh, if it were only that easy!

Call_External does call code that is written in other programming languages (often C or Fortran, but other languages as well). Your shared object library code will certainly have to be recompiled on the PC, but that's only the start of it.

On the PC, the "shared" library code must be in the form of a DLL, using the Win32 protocol. This means that you are going to have to learn (probably) how to be at least a little bit of a Windows programmer. You can find some simple examples of a DLL program in the IDL Advanced Development Guide and in the external subdirectory of the IDL distribution, but your best bet is to find someone who knows what they are doing and offer to buy him or her lunch several times a week. :-)

There are a number of good Windows programmers frequenting this newsgroup, but I am certainly NOT one of them. Personally, I would lean on Peter Mason or Mark Rivers, especially this time of night. Those two guys have written *everything*. :-)

Cheers,

David

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