
Subject: LINKIMAGE/CALL_EXTERNAL/DLM advice
Posted by [steinhh](#) on Thu, 10 Dec 1998 08:00:00 GMT
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I pondered about using the word "warning" instead of "advice" in the subject of this post, but I wouldn't risk worrying people too much.

The thing is, if you use linkimage/call_external/dlm (dynamically loadable modules) for anything fancy that *might* be dependent on values in the "export.h" file supplied with the IDL distribution, you should always remember to *recompile* your C programs when upgrading to a new IDL version. The thing to look out for in particular is when you're calling libidl functions.

I got bit (somehow) by this yesterday, when I used some functions that I (apparently) have not used since IDL v 4. It's likely that some problem arose with the IDL_EzCall mechanism, since testing finally showed that I got different answers from a function depending on the type of the parameters I sent (IDL_EzCall was used to convert all arguments to FLOAT, so this *shouldn't* happen). Recompiling (without updating the export.h file) didn't help much, but after updating export.h, the recompilation did help.

This is of course not a bug in any way, and I guess I should have *known* that a recompilation of external code should always be done with a new version, but I wish this had been pointed out somewhere... (I'm not saying it isn't, just that I haven't seen it :-)

I spent a fair amount of time yesterday hunting down the cause for my inexplicable results (which I *knew* were correct a while ago!) but I haven't tracked down the exact mechanism for the failure...I found a fix, though, and thought I should let people know.

Regards,

Stein Vidar
