This is the mail archive of the `gsl-discuss@sources.redhat.com` mailing list for the GSL project.

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Bloodshed Dev-Cpp with GSL

- *From*: Matthew Collette <Matthew dot Collette at newcastle dot ac dot uk>
- *To*: gsl-discuss at sources dot redhat dot com
- *Date*: Thu, 17 Jul 2003 09:05:46 +0100
- *Subject*: Bloodshed Dev-Cpp with GSL

Dear Adam,

I have been looking at the same issue recently. I found a compiled version of GSL 1.3 at http://www63.tok2.com/home/bitwalk/download.html#gsl, which even comes with an installer. By changing the installation directory to the DevC++ directory in place of the default Mingw destination(also--don't put it in Mingw folder inside the DevC++ folder), it then puts the .h and .a files in the DevC++ include and lib directories. The only call I have tested so far was the Bessel function call from section 1.4 of the GSL reference manual, but that seemed to work fine. Be sure in include the required libraries in your DevC++ project. For DevC++ version 4.9.8.0, this can be done through the project options under the project menu. Select the parameters tab, and click on the add library or object button and navigate to find the libgsl.a file in the lib subdirectory of the DevC++ directory. Otherwise, you will get a linker error.

I too would be interested in learning how to build the library from the source files for DevC++ so that I can incorporate updates to GSL without relying on others to do the work for me! Hope this helps,

Matt

> ----- Forwarded Message -----
> From: Adam Johansen <amj26@hermes.cam.ac.uk>
> To: GSL <gsl-discuss@sources.redhat.com>
> Subject: Bloodshed Dev-Cpp with GSL
>
> Hello There,
>
> Has anybody on this list managed to make use of the GSL with the
> Bloodshed Dev-cpp compiler for Windows[1]?
>
> I've tried using the pre-compiled Visual C++ version, which looks as
> though its works by appears to die whenever a gsl function is called
> with an "Access Violation (Segmentation Fault)" under Windows XP /
> Devcpp 4.9.8.0 / GSL 1.3 although I've made minimal changes to the code
> relative to the linux version which runs perfectly (and I don't /think/
> any of these should matter, as they don't affect GSL except via the
> occasional change of / to \). The first gsl routine which I'm calling is
> rng_env_setup() followed by rngT = gsl_rng_default; gsl_rng_allloc(rngT);
>
> Not really knowing that much about Windows programming these days, the
> next obvious step appeared to be to try compiling the library from

> source. I attempted to import the Visual C project files, changed the
> project type from executable to DLL (this was incorrectly detected by
> the compiler) and tried compiling. The GSL project doesn't make it very
> far before failing with a stream of errors in the "block_source.c" file.
>
> The first of these is a parse error before "FUNCTION" on line 21.
>
> I know I haven't provided a huge amount of detail here, but I'm not sure
> what's going to be useful and what's just going to clog up the list so
> let me know if there's anything I can usefully tell you.
>
> Thanks in advance for any help you can give,
> Adam Johansen
>
> [1] /I know/. I'm attempting to port a perfectly good linux
> implementation for my boss.

Matthew Collette
PhD Student
School of Marine Science and Technology
Armstrong Building
University of Newcastle
Newcastle upon Tyne, NE1 7RU
Direct: +44 (0)191 222 5534

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