Subject: Calling C from IDL
Posted by Tron Darvann on Thu, 23 Oct 1997 07:00:00 GMT
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Dear IDL-users,

We have a C++ program (SGI IRIX) that we wish to call from IDL in order to provide 1) a user interface by use of IDL widgets, and 2) visualization capabilities.

The C++ program, as it is used today, needs input from the user at several levels during execution. I wish to be able to give this input to the C++ program FROM IDL.

I am aware of the CALL\_EXTERNAL procedure, and it works well for transferring data and parameters between IDL and the C++ application. However, I can only see how to pass and retrieve this data when CALL\_EXTERNAL is executed, not how to be able to send data to the C++ program as it executes (e.g. by moving a slider, or answering "y/n" to "do you want to continue?"-type questions).

Q: Can it be done? With CALL\_EXTERNAL or is there an alternative? Any example somewhere?

Thank you in advance for any response on this, which would be greatly appreciated.

Sincerely Tron Darvann 3D-Lab, Copenhagen, Denmark