## Subject: Re: passing pointers to CALL\_EXTERNAL Posted by hdsfkj on Tue, 24 Mar 1998 08:00:00 GMT

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My limitation is that my dll is itself built by linking in functions provided by a digital

camera company. Their image acquisition function allocates the memory (up to 2 Meg per image) and returns a pointer to it. Copying 2 million bytes is going to

cost some time. Oh well, I guess I'll get my system working using the copying method

and then learn the LINK\_IMAGE interface at my leisure (i.e. probably never). Thanks

for the replies everyone.

Donald.

## David Fanning wrote:

- > Don't do this. You are headed for ruin. :-)
- > Call\_External is a \*simplified\* interface to your C program.
- > As such it has limitations. One of them is that you MUST
- > create the arrays on the IDL side, even if you intend to
- > fill them on the C side. I doubt there is much "performance
- > cost", especially when you compare it to the "programming
- > cost", which in this case will be extremely high.
- >

>

>

- > The explanation for why this limitation exists is too
- > long to go into here. If you think you really want to
- > become an IDL developer and write all your good code
- > in C, learn and use LinkImage as opposed to Call\_External.
- > It offers all the bells and whistles and allows you
- > to do pretty much anything in you C program (within
- > certain minor limitations).

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- > Cheers,
- > David