
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 your C program (within
> certain minor limitations).
>
> Cheers,
>
> David
