
Subject: Re: another call_external newbie
Posted by [Reinhold Schaaf](#) on Mon, 23 Mar 1998 08:00:00 GMT
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<TT></TT> <TT></TT>

<P><TT>hdsfkj wrote:</TT>

<BLOCKQUOTE TYPE=CITE><TT>That was it all right..... <TT></TT><TT></TT>

<P><TT>David Fanning wrote:</TT><TT></TT>

<P><TT>> Donald Green (dfg@ai.mit.edu) writes:</TT>

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<TT>> > Hi, I'm a c programmer trying to implement some IDL for device control.</TT>

<TT>> > I need help debugging a short IDL program that uses call_external to</TT>

<TT>> > access routines in a</TT>

<TT>> > dll written in C using VC++5.0 and IDL 5.0. Both code snippets appear</TT>

<TT>> > below. The problem seems to be</TT>

<TT>> > accessing data passed by reference. The Message statement returns</TT>

<TT>> > garbage but if I check</TT>

<TT>> > the value of 'board' in IDL after the call_external is executed it's</TT>

<TT>> > value is indeed 1. Why can I change</TT>

<TT>> > the value properly but not access it's value in the C routine? Thanks</TT>

<TT>> > for any help....</TT>

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<TT>> The most common reason Call_External fails is that the</TT>

<TT>> C program expects 4 byte integers and it gets passed 2</TT>

<TT>> byte integers. I suspect that is what is going on here.</TT>

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<TT>> Try setting the "board" variable to 34L and see if you</TT>

<TT>> don't have better luck. Remember, default IDL integer</TT>

<TT>> variables are SHORT integers in other programming</TT>

<TT>> languages.</TT>

<TT>></TT>

<TT>> Cheers,</TT>

<TT>></TT>

<TT>> David</TT>

<TT>> -----</TT> >

<TT>> David Fanning, Ph.D.</TT>

<TT>> Fanning Software Consulting</TT>

<TT>> E-Mail: davidf@dfanning.com</TT>

<TT>> Phone: 970-221-0438</TT>

<TT>> Coyote's Guide to IDL Programming: http://www.dfanning.com/</TT></BLOCKQUOTE>
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<P><TT>I am also developing programs with VC++50 and IDL and found the
following feature of VC++ helpfull:</TT><TT></TT>

<P><TT>Under VC++, select Projects..projects settings..Debug. Specify idlde.exe
(with full path) as "executable for debug session" (and also a working
directory if necessary). With these settings, running the debugger of VC++
starts a IDL session, allowing you to load, edit, compile, and run your
IDL program. Setting (IDL-) breakpoints outside and (VC++) breakpoints
inside your dll gives you a good tool for debugging your IDL-VC++ interface.</TT><TT></TT>

<P><TT>Servus,</TT><TT></TT>

<P><TT>Reinhold</TT>

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<TT> ***** * </TT>

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