Subject: Re: another call external newbie Posted by hdsfkj on Sun, 22 Mar 1998 08:00:00 GMT

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That was it all right..... Thank you.

David Fanning wrote:

- > Donald Green (dfg@ai.mit.edu) writes:
- >
- >> Hi, I'm a c programmer trying to implement some IDL for device control.
- >> I need help debugging a short IDL program that uses call external to
- >> access routines in a
- >> dll written in C using VC++5.0 and IDL 5.0. Both code snippets appear
- >> below. The problem seems to be
- >> accessing data passed by reference. The Message statement returns
- >> garbage but if I check
- >> the value of 'board' in IDL after the call_external is executed it's
- >> value is indeed 1. Why can I change
- >> the value properly but not access it's value in the C routine? Thanks
- >> for any help....

>

- > The most common reason Call_External fails is that the
- > C program expects 4 byte integers and it gets passed 2
- > byte integers. I suspect that is what is going on here.

>

- > Try setting the "board" variable to 34L and see if you
- > don't have better luck. Remember, default IDL integer
- > variables are SHORT integers in other programming
- > languages.

>

> Cheers,

>

- David
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