
Subject: Re: Talking with my C data

Posted by [rmlongfield](#) on Mon, 16 Nov 1998 08:00:00 GMT

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In article <364B0D74.A8A16470@astro.wesleyan.edu>,

eric@astro.wesleyan.edu wrote:

> Howdy,

>

> I would like to write IDL code to manage the taking and displaying of

> the data. Should I use call_external or linkimage? Is there a speed

> difference or just a level of complexity difference?

> I've got to believe this is done frequently and I will continue to look

> through the RSI documentation and David Fanning's great book, but at

> this point I haven't figured it all out.

>

> Thanks for any help.

>

> Eric

>

Hi Eric and All, I have been working with CALL_EXTERNAL successfully for two or so months now. One thing that should be emphasized, that I missed initially, was that when you re-compile your C-programs, it is necessary to exit IDL. This is real annoying when trying to debug, but seems to speed things up once the program works. Also a debugging help is to have an independent C program for testing the C program, and then write another C program with the proper IDL connections. This way one knows where the problem is.

I have no problems reading data files and displaying them. But I am currently having real problems with a data file that is being written by a C-program called with CALL_EXTERNAL. I've got an independent C program which runs fine, but when I run it in IDL, something doesn't work. I haven't written the newsgroup about it because I have trouble describing what is going on, as it sometimes works, and sometimes doesn't. There is no information being exchanged with IDL, so it is not a parameter passing problem. (Please see past newsgroup discussion if you want to hear about those problems) I have two data files with data. One set has data written as an array of bytes and the other written with an array of integers. The one with the integers does not get corrupted, but the one with the bytes does. It seems like the file is being overwritten somehow but not all the data is being erased when it is opened (fopen()). My independent C program is calling the same write module, so I think that it is not a C error. I'm going to try to write the byte file as integer and see if that does anything. Maybe linkimage is a solution but I'm just not ready for it yet. Maybe someone else has seen this problem. Any other questions, or sample code (not beautiful but functional), I'll gladly post on the newsgroup. Especially the passing of parameters and filenames, I think I can help.

Rose

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