Subject: Re: dynamic memory in call_external
Posted by Vapuser on Tue, 26 Jan 1999 08:00:00 GMT
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David Foster <foster@bial1.ucsd.edu> writes:

Thanks to all that answered. I should've been a little more clear in
the question, however. The variables that will be created in this
person's routine will be local to the CALL_EXTERNAL routine and will
be passed neither into nor out of the routine. Looks like the answer
to the first question is 'yes' provided that the error handling always
assures that the memory is returned in case of error. I suspected the
answer to the second was 'no' and am confirmed in that answer.

WHD

> Vapuser wrote:
>>
>> I have someone in my office who wants to know:
>>
>> Is it advisable to create and destroy memory within a CALL_EXTERNAL
>> routine? (that is, can one safely use malloc and free?) Or must one
>> make the routine(s) in question LINKIMAGE routines and the idl memory
>> management routines (IDL_MEMAlloc, IDL_MEMfree and IDL_GetScratch)
>> available in that environment.
>
> I have used [m|c]alloc() and free() in CALL_EXTERNAL modules with no
> problems, usually for relatively small chunks of memory. But of course
> this is only for variables within the C module; you can't allocate
> memory within the C module and pass it back to IDL.
>
> Dave
> --
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