
Subject: Re: Building sharable object libraries for CALL_EXTERNAL

Posted by [Dr. G. Scott Lett](#) on Mon, 22 Mar 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't think this is true. Functions like IDL_MakeStruct(), IDL_ImportArray() and IDL_ImportNamedArray(), are handy for building IDL variables with memory you allocate.

However, the following code will most likely not produce the desired results. Reading the External Development Guide is a recommended first step, especially the chapter on IDL Internals: Variables.

```
> output=(float **)malloc(4*n);
> for(i=0;i<n;i++) output[i]=(float*)malloc(4*x*y);
```

Scott

```
>
> I thought it was a no-no to allocate memory inside of an external
> routine, that is to be passed back to IDL. The Advanced Developer's
> Guide has always stated that all memory must be allocated prior to
> calling the routine. Is that not always the case?
```

```
>
> Even if you get this to compile, I would be very wary of the results.
```

```
>
> Dave
```

```
> --
```

```
>
> ~~~~~
> David S. Foster      Univ. of California, San Diego
> Programmer/Analyst  Brain Image Analysis Laboratory
> foster@bials1.ucsd.edu  Department of Psychiatry
> (619) 622-5892      8950 Via La Jolla Drive, Suite 2240
>                      La Jolla, CA 92037
> ~~~~~
```
