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Subject: Re: Building sharable object libraries for CALL\_EXTERNAL

Posted by [David Foster](#) on Mon, 22 Mar 1999 08:00:00 GMT

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Octavi Fors wrote:

> Taking a look at the routine.c code (it's in the first message), I  
> noticed that the  
> \*\*pointer (output) I'm passing back to IDL is malloced in the  
> C-routine, in line:  
>  
> output=(float \*\*)malloc(4\*n);  
> for(i=0;i<n;i++) output[i]=(float\*)malloc(4\*x\*y);  
>  
> Is there something wrong with this?

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

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