
Subject: calling call_external MANY times
Posted by [Jacques Basson](#) on Thu, 22 Jul 1999 07:00:00 GMT
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Hi all

I am having to call a C++ dll as many as 14000 times. The call_external routine works for the first 1700 or so times, and then crashes the machine. I have run a resource meter while the IDL program was running, and it showed constant memory usage, even at the point when windoze crashes, so obviously it is not a memory problem.

Has anyone experienced (or even better solved) a similar problem before?

Jacques Basson
