Subject: DLM returning a pointer...
Posted by Randall Skelton on Mon, 23 Apr 2001 19:38:44 GMT
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Hi all,

I am trying to write a few IDL functions which mirror those of a C library I frequently use for getting data directly from a unix database connection. My problem is that the interface document states that the internal C structures should not be directly used; rather, an additional layer of abstraction should be used. The basic operation that I want in IDL is the ability to (1) connect to the database, (2) give a string of queries, (3) get a stream of data, and (4) close the connection. Ideally, I would like each of these steps to be a separate IDL function that mirrors the C functions. Implementing step 1 is proving to be somewhat difficult with the abstraction requirement. In order to establish a connection I use a C function:

DBcon *DBconSet(char *host, char *port, char *dbName, ...)

which returns DBconn (a nasty structure that, for the reasons above, I don't want to emulate directly in IDL). Nevertheless, this structure is passed in subsequent functions so I need the structure to proceed with steps 2, 3, and 4.

DBresult *DBexecute(DBconn *connection, const char *query)
char *DBgetval(DBconn *connection, int tup, int index)

Is it possible to return a pointer from C -> IDL such that I can pass a pointer of the DBcon memory block in subsequent functions from IDL -> C?

Does anyone have any code that shows how to do this?

Thanks in advance,
Randall