Subject: Call_external with V C++

Posted by <lalassne on Thu, 17 May 2001 17:53:14 GMT

Hi, I am using IDL's call_external function with a DLL I created using visual c++. I am having difficulties because the parameters I am passing are not coming through properly. I tried to pattern my code based on the examples in the IDL external folder:

IDL code:

```
dll="C:\WINDOWS\Desktop\TomoInvDLL\Debug\TomoInvDLL.dll"

status = call_external(dll,'GenCellsSIRT', sourceFileName, recFileName, $
 initvel, cellLength)
```

C++ code:

```
#include "export.h"
#include "defs.h"
void IDL_STDCALL GenCellsSIRT(int argc, void *argv[])


{
.
.
float * vel;
float * cellLength;
IDL_STRING * fn_src_loc;
IDL_STRING * fn_rec_loc;

fn_src_loc=(IDL_STRING *) argv[0];
fn_rec_loc=(IDL_STRING *) argv[1];
vel = (float *) argv[2];
cellLength=(float * ) argv[3];


.
.
.
}
```

The problem is that the vel and cellLength values are not received properly by the C++ code. Basically I get garbage when I try to dereference them and print them out or use them. Any ideas?

Also does anyone know how to keep IDL from keeping the DLL file open. I have to close the program each time after I run it so that I can compile the DLL.

- Lisa A. Lassner

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```
"We cannot do great things on this earth. We can only do small things
with great love."

-Mother Teresa