
Subject: DLM problem when returning an array of structures ...

Posted by [konrad.lang](#) on Wed, 31 Oct 2001 12:40:22 GMT

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Hello!

I got a strange problem when trying to return a array of structures from a DLM
- sometimes works fine, then only one struct is returned, ... always using the
same call and data in the call

Following is the code snipped I use to return the structure data with IDL 5.2 &
5.3:

```
entry_struct = IDL_MakeStruct( NULL, entry_tags);

pentry_struct = IDL_MakeStruct( NULL, pentry_tags);

entry_dims[0] = 1;
pentry_dims[0] = 1;

entry_dims[1] = numElements;
pentry_dims[1] = numPointsNew;

cont_tags = (IDL_STRUCT_TAG_DEF *)malloc( sizeof(
IDL_STRUCT_TAG_DEF)*3);

(cont_tags)->name = "POLYGON";
(cont_tags)->dims = entry_dims;
(cont_tags)->type = (void *)entry_struct;

(cont_tags+1)->name = "POINT";
(cont_tags+1)->dims = pentry_dims;
(cont_tags+1)->type = (void *)pentry_struct;

(cont_tags+2)->name = 0;
(cont_tags+2)->dims = 0;
(cont_tags+2)->type = 0;

psDef = IDL_MakeStruct( NULL, cont_tags);

ilOne = 1;
ivReturn = IDL_ImportArray( 1, &ilOne, IDL_TYP_STRUCT, returnStructure,
NULL, psDef);
return (IDL_VPTR)ivReturn;
```

Any help is appreciated ...

konrad

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